RULES OF ENGAGEMENT

Core Rules Design: Alessio Cavatore - River Horse Studio

Version 1.02.

Copyright 2017 by Para Bellum Wargames Ltd.
All rights reserved worldwide. This rulebook is restricted to the holder's personal use only. It does not come with any other rights.

Legal Disclaimer:
This book is protected by international copyright law and may not be copied, reproduced, distributed, given away, in part or in full, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, or used to create derivative works, without the prior written permission of the publisher, who retains full copyrights to this rulebook.
The author has made every reasonable effort to be as accurate and complete as possible in the creation of this book and to ensure that the information provided is free from errors; however, the author / publisher / reseller assumes no responsibility for errors, omissions, or contrary interpretation of the subject matter herein and does not warrant or represent at any time that the contents within are accurate.
Any perceived slights or images of specific persons, peoples, or organizations are unintentional.
The purpose of this book is to entertain and there are no guarantees of income, sales or results implied. The author / publisher / reseller can therefore not be held accountable for any poor results the user may attain when implementing the rules of the game or when following any guidelines set out for the user in this book.
Unless otherwise expressly stated, the user should assume that any links contained in this book may be affiliate links; however, the author / publisher / reseller disclaims any liability that may result from any user's involvement with any such websites, etc.

Para Bellum Wargames Ltd., 48 Inomenon Ethnon, Guricon House, 6042 Larnaca, Cyprus
www.para-bellum.com

Conquest
The Last Argument Of Kings

Rules of Engagement

CONTENTS

CHAPTER I — THE PRINCIPLES OF BATTLE 9

A CIVILISED WAR 10
DICE 10
MEASURING DISTANCE 10
ARMIES, REGIMENTS, STANDS AND MODELS 11
FACING ARCS 13
LINE OF SIGHT 14
THE CHARACTERISTIC PROFILE 14
COMMAND CARDS 16
'IN CONTACT' 16
HEALING 16

CHAPTER II — THE TURN SEQUENCE 19

TURN SUMMARY 20
REINFORCEMENT PHASE 20
COMMAND PHASE 21
SUPREMACY PHASE 21
ACTION PHASE 21
THE ACTION LIST 23
VICTORY PHASE 24

CHAPTER III — OUT-OF-COMBAT ACTIONS 27

MARCH 28
CHARGE 31
TAKE AIM 36
RALLY 36
REFORM 37
VOLLEY 38

CHAPTER IV — COMBAT ACTIONS 43

CLASH 44
COMBAT RALLY 47
COMBAT REFORM 48
INSPIRE 50
WITHDRAW 50

CHAPTER V — ALLOCATING WOUNDS & REMOVING CASUALTIES 53

WOUND POOL 54
REMOVING CASUALTIES 54
STANDS WITH MULTIPLE WOUNDS 55
TESTING MORALE 55

CHAPTER VI — TESTING MORALE 57
CALCULATING A REGIMENT'S RESOLVE 58
THE MORALE TEST 58
BROKEN REGIMENTS 58
SHATTERED REGIMENTS 58
STRANDED REGIMENTS 59

CHAPTER VII — COMMAND MODELS 65
CORE COMMAND MODELS 66
OTHER COMMAND MODELS 66

CHAPTER VIII — CHARACTERS 69
THE CHARACTER PROFILE 70
CHARACTERS AND REGIMENTS 70
CHARACTERS AND ACTIONS 71
UNIQUE CHARACTER ACTIONS 72
THE WARLORD 73

CHAPTER IX — MAGIC 77
SPELLCASTING 78
SPELLS 78

CHAPTER X — TERRAIN 81
ZONAL TERRAIN 84
GARRISON TERRAIN 85
IMPASSABLE TERRAIN 89

CHAPTER XI — DRAW EVENTS 91
DRAW EVENTS 92
SPECIAL RULES 94

CHAPTER XII — FIGHTING A BATTLE 99
CHOOSING A SCENARIO 100
CHOOSE FORCES 100
SET UP BATTLEFIELD 100
ASSIGN CHARACTERS 100
SECONDARY OBJECTIVES 101
FIGHT THE BATTLE 101
DETERMINE VICTOR 101
SCENARIO ONE – HEAD TO HEAD 102
SCENARIO TWO – BREAKTHROUGH 103
SCENARIO THREE – MAELSTROM 104
SCENARIO FOUR – PINCER ATTACK 105

Core Rules

The rules that follow are the basic rules you need in order to understand how the models and Regiments interact with each other and the environment. These chapters will teach you how to activate your Regiments, how to move them as well as how to engage in combat with them.

CHAPTER ONE

THE PRINCIPLES OF BATTLE

In this section we will introduce the basic principles that drive the battles of Conquest. It may look like a lot at first, but it will soon become second nature and you will find yourself referring to this section of the rulebook less and less.

A CIVILISED WAR

War may be a brutal and bloody business, but playing a wargame shouldn't be. It is a gentlemanly (or gentlewomanly) pursuit, best enjoyed in a companionable state with as few arguments as possible.

With that in mind, if you ever encounter a situation in which you feel the rules are unclear, discuss the matter with your opponent and come up with a solution together. If you are unable to agree, weigh up the most suitable solutions and settle the matter on the roll of a die.

Such situations should be extremely infrequent, as Conquest is constantly updated with errata and FAQs published on the website. The important thing is not to allow any rule-related issues to spoil your enjoyment of the game.

DICE

War is an uncertain business. We use dice to represent that uncertainty, be it the chance of landing a lethal blow or the odds of a Regiment standing and fighting even in the face of defeat. All dice rolls in Conquest use six-sided dice, sometimes called D6.

Making Rolls

Most dice rolls in Conquest require the player to compare his dice roll against a Target Characteristic. This is often a Characteristic, such as Clash, Volley or Resolve but can be more esoteric such as a Model's capacity to Resist Decay. When making one of these rolls you are looking to roll **equal to or under** the desired Target Characteristic.

Automatic Pass and Fail

If a rule calls upon you to roll a die and compare it to a Characteristic, i.e. a numerical representation of the Regiments' (or Characters') battlefield prowess, a result of '*6*' is always a failure, and a result of '1' is always a success – regardless of other modifiers. Even the best troops experience bad luck, and even the lowest of the low deserve a chance at victory.

Re-Rolls

If a rule calls upon you to re-roll a die, simply pick it up and roll it again, abiding by the new result. Once a die has been re-rolled once, it cannot be re-rolled again – regardless of the circumstances.

Roll Off

Occasionally, the rules will call upon you and your opponent to roll off. When this happens, you each roll a die – the one with the higher result wins. If the result is a draw, re-roll. Keep re-rolling until there is a clear winner (this is an exception to the rule stating that you cannot re-roll a re-roll).

MEASURING DISTANCE

All distances in Conquest are measured in inches ("), and are always measured from the closest points. When measuring the distance between two Regiments, always measure from the point of each Regiment closest to the other Regiment.

You are permitted to check the distance at any time, so you can always know whether or not your warriors are in range before they attempt a particular Action.

ARMIES, REGIMENTS, STANDS AND MODELS

In Conquest, each player commands an army of fantasy miniatures, ranging from shambling skeletons and iron-willed Dweghom Infantry to raging Avatara Clones and rampaging dragons. This section covers how to arrange those miniatures in order to fight a battle.

The Army

Simply put, your Army is all the Models you are bringing to the battle, whether they're lowly Force-Grown Drones, mighty Brutes or anything in between. Normally, you will use an Army List to work out exactly which models go into your army. Whenever the rules refer to **Your Army**, they mean every Model, Stand and Regiment in your Army. Whenever the rules refer to Your Opponent's Army, they mean every Model, Stand and Regiment under your opponent's command.

Models

When the rules refer to a Model, they mean the whole miniature, including its base. For the purposes of the game, we treat the base, however decorative, as part of the Model. However, very few Models – except for the largest and most fearsome of Monsters – act alone. Most fight together.

TYPES OF MODEL

In Conquest, every Model has a Type.

- **Infantry** are the mainstays of each army – numerous and dependable.
- **Cavalry** are tougher and faster than Infantry, but rarer.
- **Brutes** are huge creatures, often twice the height (or more!) of a human.
- **Monsters** are the rarest of all, each with the raw might to match dozens of other warriors.

Stands

Infantry Models fight on rectangular Stands alongside their comrades. An Infantry Stand consists of four Models. As the Stand suffers Wounds, you will remove Models as a simple means of recording casualties. Once the last Model is removed, its Stand is also removed. Each Brute, Cavalry and Monster model occupies a whole Stand (albeit a much larger Stand in the case of a Monster). When a Brute, Monster or Cavalry model is removed, its Stand is removed as well.

All Models on a Stand always belong to the same Type. You would not, for example, have a mixed Stand of Infantry and Cavalry. Models on a Stand should always be arranged so they are facing in the same direction. This gives the Stand a front, a rear and two flanks, whose importance we will find out later. Stands are arranged together in Regiments.

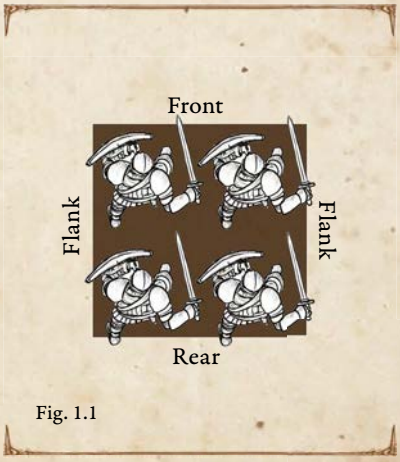


Fig. 1.1

Stands and size

In Conquest, every model Type has a different size for the purpose of determining Line of Sight as we will discuss later on.

- All Infantry Stands are considered to have a Size of 1.
- All Brute and Cavalry Stands are considered to have a Size of 2.
- All Monster Stands are considered to have a Size of 3.
- Models with the Fly rule are considered to have a Size 1 greater than their Category would dictate (Flying Infantry are Size 2, Flying Brutes are Size 3, etc.).

All Terrain features will also be assigned a Size. These numbers can vary as Terrain pieces are often hand crafted and unique. We recommend these values as a guideline, but encourage you to discuss this with your opponent and establish the size of the Terrain before each battle.

- All hills to be considered Size 2.
- All forests to be considered Size 3.
- Non-military buildings to be considered Size 2.
- Towers and wall fortifications to be considered Size 3.

When a Regiment or Terrain stands on another piece of Terrain with a size value, simply add the two sizes together to calculate whether they can see or be seen over intervening Terrain.

Regiments

A Regiment is the basic fighting formation in Conquest. It can consist of anything from one individual Stand to dozens fighting side by side. Regiments always consist of the same Type of Stand, and usually all Stands in a Regiment share a common Characteristics profile. The only exception is when the Regiment has been joined by a Character, a heroic individual who stands head and shoulders above even the elite of the rank and file and requires special rules, which we will discuss later (see page 70). All Stands in a Regiment fight together – individual Models or Stands cannot leave the Regiment and act independently. Again the only exception to this is when the Regiment has been joined by a Character, which we will discuss later.

Forming a Regiment

To form a Regiment, take all the Regiment's Stands and place them in an array of ranks (rows) and files (columns), edge to edge and corner to corner. All Stands in the Regiment must be facing in the same direction, giving the Regiment a front, a rear and two flanks.
A Regiment can never have fewer than two Stands in its front rank, unless the Regiment has suffered casualties or its starting Regiment size is one Stand.
If possible, there should be an equal number of Stands in each rank. If this is not possible, the rear rank is left incomplete.

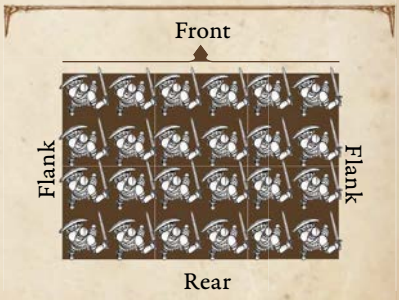


Fig. 1.2

PLACING COMMAND MODELS

If a Regiment has any Command Models, i.e. a Leader, a Standard Bearer or a unique Regiment upgrade, these should be placed on a single Stand (if possible). See page 66 for more information on Command Models.

REMOVING CASUALTIES

Inevitably, some Stands will be removed from a Regiment as the battle progresses. Casualties are nearly always removed from the Regiment's rearmost rank. Should the casualties be suffered by a Regiment Engaged in Close Combat, Casualties need to be removed in such a way as to not affect the number of Stands in contact with the enemy Regiment(s).

LEGAL FORMATIONS

A Regiment has a legal formation if:

- All its Stands are placed edge to edge and corner to corner;
- All ranks (with the possible exception of the rearmost) contain an equal number of Stands;
- All of the Stands are facing the same way;
- If there is a Stand that has suffered casualties (i.e. does not have the starting number of models), that Stand is in the rear rank.

Legal Conditions:
As a handy guide, a Regiment's placement is considered legal when:

a) No stand in the Regiment is overlapping another at the end of its activation.
b) No Regiment is overlapping another at the end of its activation.
c) All stands in a Regiment are entirely within the bounds of play throughout their activation (except when coming on board as reinforcements).
d) No Regiment is in contact with a friendly Regiment at the end of its activation.
e) No Regiment ends its activation within 1" of an Enemy Regiment that has not been their Charge target (see page 36 for more information).

FACING ARCS

Each Regiment has a front arc, a rear arc and two flank arcs. These become important when the Regiment wishes to shoot at an enemy, or when the Regiment charges into combat. To determine a Regiment's arcs, extend a 45° degree line from each of the Regiment's corners (Fig. 1.3). If the Regiment's Stands are square, you can do this by tracing a straight line from the corner Stand's inside back corner and extending it through its outside front corner.

LINE OF SIGHT

There are Actions in the game that require Line of Sight to the target Regiment. To establish Line of Sight from one Regiment to another, the following criteria must be met:

- The Target Regiment must be within the Front Arc of the Acting Regiment unless stated otherwise by a Special rule.
- The Acting Regiment can draw an unobscured line between the centre of a Stand in its front rank and the centre of ANY stand in the enemy Regiment. Regiments or pieces of Terrain that are of a smaller size than the size of the Acting Regiment or the Target Regiment are ignored for the purposes of drawing the unobscured line.
- If you have Line of Sight to another Regiment's front Arc, then the Target always has Line of Sight to you unless stated otherwise by a Special Rule.

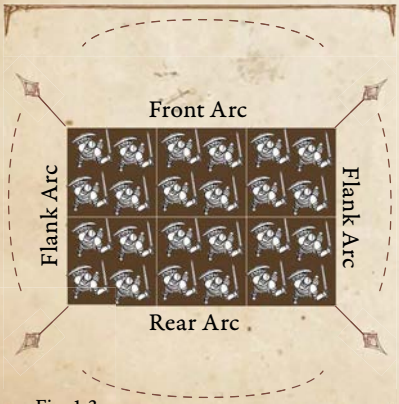


Fig. 1.3

THE CHARACTERISTIC PROFILE

Each Stand has a Characteristic Profile as a measure of its ability on the Battlefield. The Characteristic Profile is broken down into two Categories, eight Characteristics, as well as a number of Special Rules and Draw Events.

Name: Militia

Class: Light **Type:** Infantry

M	V	C	A	W	R	D	E
5	1	1	1	1	2	1	0

Special Rules: Shield, Support

Categories

These are used to streamline interaction between certain rules.

- *Type* tells you whether the Stand is Infantry, Cavalry, Brute or Monster. Different types interact differently with some rules (do not worry, we will point them out when they come up). More importantly, Type also reminds you how many models should be on a Stand: 4 for Infantry, and 1 for Brutes, Cavalry or Monsters.
- *Class* is a weight class, graded from Light to Medium to Heavy. Light troops are generally more manoeuvrable, arriving at the battle early, whereas Heavy troops inflict and sustain more damage but arrive later on the battlefield..

Characteristics

There are eight Characteristics in all, each one representing the Stand's comparative strength in that field. Characteristics run from 0 to 6, where 0 represents an inability to perform the associated Actions, a 1 is downright poor, and 6 is amazing! Over the course of the game, Spells or Special Rules might cause a Stand's Characteristic to rise or fall. However, a Characteristic can never be reduced below 0.

March (M)
The March Characteristic determines how far a Stand can move.

Volley (V)
Volley serves as a measure of the Stand's ability with missile weapons, from throwing axes to shooting longbows, and even using mighty war machines.

Clash (C)
The Clash Characteristic describes how effective a Stand is in the press of melee, governing its likelihood to Strike a decisive blow against an enemy.

Attacks (A)
Attacks tells us how many dice each Model on the Stand contributes when attacking the enemy.

Wounds (W)
Wounds indicates how many damaging blows a Stand can take before a Model has to be removed.

Resolve (R)
The Resolve Characteristic gives us a measure of the Stand's courage, and the willingness of individual troops to hold fast when the battle turns against them.

Defence (D)
Defence serves as a measure of physical resilience, combining the protection from any armour with the Stand's innate toughness.

Evasion (E)
Evasion is another Defence Characteristic, but one that takes into account a Stand's ability to ignore harm through agility, resilience or magical protection, rather than endure through sheer hardiness.

Special Rules

Under Special Rules, you will find a list of other abilities not governed by the Stand's Characteristics, such as **Cleave**, i.e. the ability to reduce your opponent's Defence characteristic. This is also where you'll find details of any ranged attack a Stand possesses, in the form of a Barrage special rule.

COMMAND CARDS

Each Regiment has a Command Card. Command Cards are used during the Command Phase to determine when a Regiment acts. Each Command Card depicts the following details:

- **The Regiment's Army List Entry.** To remind you which profile from the Army List you use to represent the Regiment's abilities.
- **An Artistic Depiction of the Regiment.** To help you and your opponent quickly identify the depicted Regiment on the table.

.

'IN CONTACT'

Many rules refer to two or more Stands being in contact with one another. A Stand is considered to be in contact with another Stand if they are touching in any way, including corner to corner.

HEALING

On occasion, a rule will call upon you to Heal a number of Wounds in one of your Regiments. When this happens, the rule will tell you the number of Wounds it Heals, which we refer to as Heal Points. If a rule calls upon you to heal a Regiment, proceed in the following sequence, removing one Wound marker per Heal Point until there are no more Wounds to Heal, or you have run out of Heal Points:

1) Heal Characters

Remove Wounded markers from the Character if there is one present (see page 70 for more on Characters).

2) Heal Wounded Stands

Once all Characters are Healed, remove Wounded markers from the Regiment.

3) Restore Casualties

Once all Wounded markers have been removed, return a Model to the Regiment's incomplete Stand (if there is one). If the Stand's Wounds Characteristic is 2 or more, place an appropriate number of Wounded counters beside the Regiment so that the newly restored Model has 1 Wound remaining. Then return to the 'Heal Wounded Stands' step.

For example, if the Stand has a Wounds Characteristic of 2, place one Wounded marker beside the Regiment. If the Stand has a Wounds Characteristic of 3, place two Wounded markers, and so on.

4) Restore Stands

Once all Stands are complete, and all Wounded markers have been removed, you may return to play a Stand that was earlier removed as a casualty. The Stand is returned to play in the rear rank. If there is no incomplete rear rank, it forms a new incomplete rear rank. If the Regiment's rear is in contact with an enemy, or there is no room to place the Stand, the Stand is not placed and all remaining Heal Points are lost. Place one Model on the Stand, and an appropriate number of Wounded counters beside the Regiment so that the newly restored Model has 1 Wound remaining. Then return to the 'Heal Wounded Stands' step. As a rule of thumb, Healing cannot be used to increase the Regiment beyond its initial number of Stands unless otherwise stated by a Special Rule.

As a complete example, the Regiment in Figures 1.4 throught 1.7 has to Heal 6 Wounds in total. The Character has 2 Wounded markers, while the Regiment itself has 1 Wounded marker, and a casualty.

Fig. 1.4
First, the Character's Wounded markers are removed costing 2 out of the 6 Heal Points.

Fig. 1.5
Then, the Regiment's Wounded marker is removed, costing one more Heal Point.

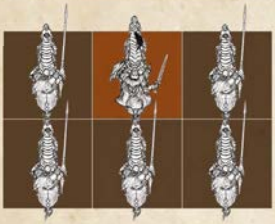


Fig. 1.6
The last Heal Point is used to restore the casualty.

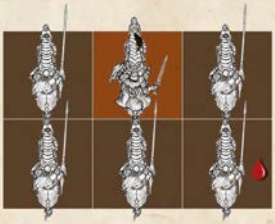


Fig. 1.7
...However, as the Stand has a Wounds Characteristic of 4, 3 Heal Points aren't enough to restore the casualty, and a Wounded marker is returned to the Regiment.

CHAPTER TWO

THE TURN SEQUENCE

In this section we will introduce the sequence of Phases that make up a Turn and set up the flow and rhythm of the game.

To keep events moving cleanly, we split the battle itself down into a series of Turns, each of which is further divided into a series of Phases. Both you and your opponent act in each phase, harnessing every ounce of wit and guile in an attempt to seize the advantage for your stalwart troops.

When a Turn starts, play proceeds through its Phases, and you must complete each one before beginning the next. Once all Phases are complete, so is that Turn, and another Turn begins. This process continues until the number of Turns given in the Scenario are complete, or either you or your opponent concedes.

TURN SUMMARY

I) Reinforcement Phase

- Both Players roll for **Reinforcements**, i.e. those Regiments and Characters that have been chosen from the player's collection to participate in the battle, but have not yet entered the field.
- Any Reinforcements due to arrive are placed to one side, and will March onto the Battlefield during the Action phase.

II) Command Phase

- Both Players assemble their **Command Stacks**, created by players arranging the Command Cards of the units that are participating in the battle in order to determine the order of play in later phases.

III) Supremacy Phase

- Both Players roll off to determine who is to be the **First Player**, i.e. the player who will activate their command stack first.

IV) Action Phase

- Starting with the First Player, the Players take turns activating a unit corresponding to the top Command Card of their **Command Stacks**, acting with each Regiment in turn until both Command Stacks are empty.

V) Victory Phase

- Check Mission Victory Conditions to see if either side has won.
- If neither player has won, a new Turn begins.

I) REINFORCEMENT PHASE

Regiments are not deployed at the start of the game. Instead, they arrive as reinfrocements as play progresses.
During the Reinforcement Phase, group your Regiments set aside as Reinforcements by Class. Then proceed to roll one die per Regiment for each Class that is to arrive this turn as shown in the Reinforcement table. This is the Reinforcement Roll. For every successful roll per Class you choose which Regiment of that Class will be coming from Reinforcements. The rolls required are as shown below:

Reinforcement Table

Turn	Required Roll
Turn One	Light Regiments arrive on a 3+.
Turn Two	Light Regiments arrive on a 3+. Medium Regiments arrive on a 5+.
Turn Three	Light Regiments arrive automatically. Medium Regiments arrive on a 3+. Heavy Regiments arrive on a 5+.
Turn Four	Medium Regiments arrive automatically. Heavy Regiments arrive on a 3+.
Turn Five	Heavy Regiments arrive automatically.

Place any Regiments that arrive to one side. They March onto the table during the Action Phase (see page 28). Characters do not roll separately. They enter the battlefield attached to a Regiment from their Warband. The Character's Class does not matter for purposes of coming in from reinforcements, only the Class of the Regiment he is attached to.

II) COMMAND PHASE

At the start of the Command Phase, take all of the Command Cards for your surviving Regiments on the Battlefield, and any Command Cards for Regiments arriving as Reinforcements this Turn, and arrange them in a face-down Command Stack. You should arrange your Command Stack carefully, placing the Regiment you want to act first right at the top, the Regiment you want to act last at the bottom, with the remainder organised in between. You may want to give some thought to how your opponent is organising their Command Stack – as the sequence in which you activate your Regiments can bring huge advantages in the right circumstances.
You may look at your Command Stack at any point during the Turn, but you are not allowed to reorder it unless a rule instructs you to do so.

III) SUPREMACY PHASE

Now it is time to see who is going to seize the initiative and strike the first blow!
You and your opponent Roll Off. The Player whose Command Stack has the fewest Command Cards may add or subtract one from the score shown on the die after it has been rolled. The Player with the highest score (after any modifiers have been applied) is the First Player this Turn. If the die roll is tied (after any modifiers have been applied), you and your opponent both re-roll until there is a clear winner.

Supremacy Abilities

Each Warlord has a Supremacy Ability that they can use in this phase, once per game. These grant powerful special abilities until the end of the Turn that may well turn the tide of battle – using yours at the right moment may well spell the difference between victory and defeat.
Once the First Player has been determined, the First Player declares if they are going to use a Supremacy Ability.
Regardless of whether the First Player chooses to use a Supremacy Ability, the Second Player then declares if they are going to use a Supremacy Ability.
If a player has access to more than one Supremacy Ability, they may use only one each Turn, and must declare which one they are using. A Character must be on the battlefield to use his Supremacy Ability unless the Supremacy Ability explicitly states otherwise.

IV) ACTION PHASE

The Action Phase is where the majority of the Action of the battle takes place. Regiments march and counter-march, charge into melee, or fire volleys at distant foes. As a result, the Action Phase is also usually the longest and most exciting Phase of the game, and needs breaking down into more detail than the others.

Order of Play

The First Player draws the top card from their Command Stack and performs Actions with that Regiment. Once the Regiment's Actions are complete, the Second Player draws the top card from their Command Stack, and performs Actions with that Regiment.

Performing Actions

When it is your turn to perform Actions with a Regiment, follow the sequence given below:

1) Draw Command Card

Draw the top card from your Command Stack and reveal it to your opponent and then indicate which Regiment it represents on the Battlefield. If the Command Card you draw represents a destroyed Regiment, discard it and draw the next Command Card as a replacement.
If there are no cards remaining in your Command Stack, play passes to your opponent.

2) Resolve Draw Event

If the Command Card you have just drawn has one or more Draw Events, resolve them now. Draw Events are special rules that are triggered the moment the card is drawn.

Multiple Draw Events
If the Command Card has more than one Draw Event (as the result of a Spell or a Character's special rule, for example), you may choose which one to resolve. The exception is if the Command Card has one or more variations on the Decay Draw Event. The Decay Draw Event must be resolved after the Draw Event you have chosen.

Not on the Battlefield
If the Regiment on the Command Card is not present on the Battlefield (normally because it is arriving as Reinforcements this Turn), its Draw Event is not resolved. Some Draw Events – normally those used by Characters – grant the opportunity to enter the Battlefield, and are an exception to this rule. If a Character's Command Card is drawn before that Character has arrived on the Battlefield, and the Character does not have a Draw Event that will allow the Character to March onto the Battlefield before taking an Action, that Action is lost.

3) Take First Action

Assuming the Regiment survives its Draw Event (you never know!), it now takes its first Action. Choose one of the Actions from the Action list (see page 23), and follow the rules provided. Note that a Regiment that has arrived as Reinforcements must choose a March Action as its first Action in the turn it appears on the battlefield.

4) Take Second Action

Once the Regiment's first Action is complete, it immediately takes a second Action. A Regiment may not duplicate an Action it took earlier in the Turn (i.e. a Regiment must take two different Actions each Turn) unless both are March Actions. A number of Special Rules and abilities can allow a Regiment to perform more than the standard two Actions per Activation. The timing and limitations of this extra Action are described in detail in the Special rules or Draw Events that allow them.

5) Deactivate Unit

Once the Regiment has taken two Actions, its activation ends. Place the Command Card behind the Regiment or Character it represented to remind you it has been activated this Turn. Play then passes to your opponent.

'Until End of Turn' Draw Events
If a Regiment is granted a Characteristic bonus or Special Rule 'until End of Turn' as the result of a Draw Event on its Command Card, place the Command Card beside the Regiment as a reminder.

Unable/Unwilling to Act

If, for whatever reason, your Regiment cannot Act (or you do not want it to Act), simply skip that step and move onto the next.

THE ACTION LIST

For ease of reference, they are split into In-Combat Actions and Out-of-Combat Actions. Out-of-Combat Actions can only be used if the Regiment is not in base-to-base contact with an enemy Regiment. Combat Actions can only be used if the Regiment is in base contact with an enemy Regiment.

Out-of-Combat Actions
(see page 28)

MARCH

Choose a March Action if you want your Regiment to move around the Battlefield, regardless of whether you want it to advance, retreat, or simply find a better location from which to fight. March is the only Action that can be performed twice in an Activation without Special Rules indicating otherwise.

CHARGE

Use a Charge Action if you want your Regiment to move into contact with an enemy to attack them in close combat.

RALLY

A Rally Action restores your Regiment's morale. You may have your Regiment take a Rally Action only if it is Broken.

REFORM

Use a Reform Action if you want your Regiment to alter its number of ranks and files, or to turn to face a new direction.

TAKE AIM

Use a Take Aim Action to give your Regiment a bonus for its next Volley Action this Turn.

VOLLEY

A Volley Action is used to allow your Regiment to shoot at an enemy.

In-Combat Actions
(see page 44)

CLASH

Use a Clash Action if your Regiment is in base contact with one or more enemies, and you wish to Strike blows against those enemies.

COMBAT RALLY

A Regiment will want to attempt a Combat Rally if it is Broken, in order to minimise the chances of it fleeing the battle.

COMBAT REFORM

Use a Combat Reform Action if you want your Regiment to alter its number of ranks and files, and bring greater numbers to bear on an enemy in base contact.

INSPIRE

An Inspire Action can be used to give your Regiment a bonus to its next Clash Action this Turn.

WITHDRAW

A Withdraw Action is used when you want your Regiment to disengage from a close combat with enemy Regiments.

V) VICTORY PHASE

With the Action Phase completed, it is time to see if either you or your opponent has won. If your opponent has conceded, or has had their Army wiped out, then you are the victor! Otherwise, the victory conditions for each battle are determined by the Scenario you are playing, and you will need to consult the Victory Conditions section of the scenario you're playing to determine who (if anyone) has won at this point.

If neither player has won that game, a new Turn begins from the Reinforcement Phase.

CHAPTER THREE

OUT-OF-COMBAT ACTIONS

In this section you will find details on the various Actions that Regiments can take while Out-of-Combat.

MARCH

Your Regiment can only take a March Action if it is not in base contact with an enemy Regiment. If your Regiment is in base contact with an enemy Regiment, it might instead want to make a Withdraw Action (see page 50). Marching is the only Action that may be performed twice during a Regiment's activation without Special Rules indicating otherwise.

March Distance

A Regiment Marches a distance, in inches, equal to its March Characteristic. If there is more than one March Characteristic present in the Regiment, it may March a distance equal to the lowest March Characteristic present.

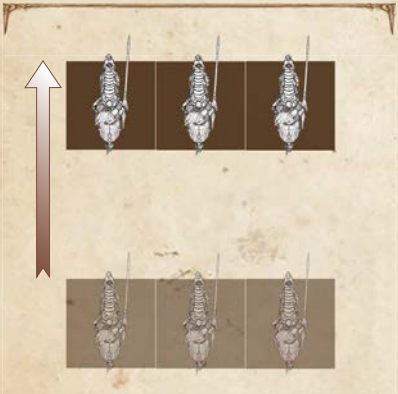


Fig. 3.1
The Regiment Marches directly forward. Note that the measurement is always taken from the front of the Regiment, to ensure it doesn't accidentally March further than it should.

Direction of March

A Marching Regiment normally moves directly forward. However, it may Wheel during its move. In addition, a Regiment may choose to move directly sideways or backwards but only up to half its regular movement rate.

PERFORMING A WHEEL

To perform a Wheel, a Regiment pivots around one of its front corners, using the distance travelled by the opposite corner as the distance travelled during the Wheel. Once the Wheel is complete, it may then continue moving directly forward.

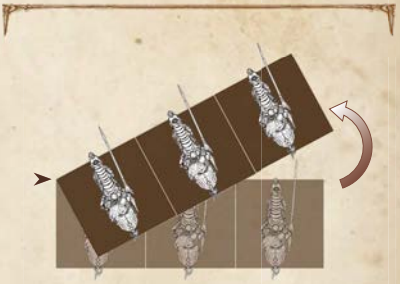


Fig. 3.2
When a Regiment Wheels, the distance travelled by the whole Regiment is equal to the distance travelled by the moving front corner.

A Marching Regiment may Wheel several times during its March, provided that its overall move is not greater than its lowest March Characteristic.

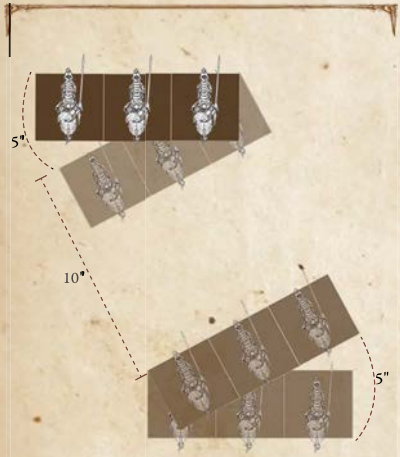


Fig. 3.3
This is an example of a March containing several Wheels. The total distance moved is equal to the sum of the two Wheels and the March forward (that is a 5" Wheel, followed by a 10" March forward and a final 5" Wheel).

March Restrictions

A Regiment may not March to within 1″ of an enemy Regiment, Garrison Terrain or Impassable Terrain. However, a Regiment may freely March through Friendly Regiments that are not in base-to-base contact with an enemy Regiment, assuming that at the end of its activation the Regiment is not in an illegal position.

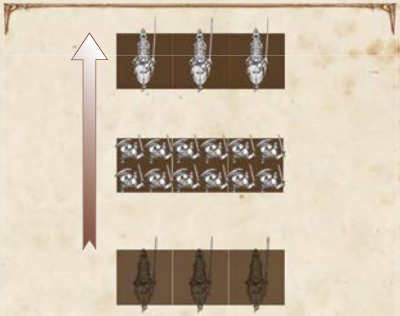


Fig. 3.4a
Above we see a successful March through a friendly Regiment.

Fig. 3.4b
Above we see an illegal situation in which one Regiment stops its activation while overlapping another.

MARCH THROUGH

A Regiment that uses a March Action, may March through friendly Regiments and empty Garrison Terrain, or friendly-occupied Garrison Terrain, without penalty. However, it can only do so if it has sufficient March distance to pass through all such obstructions. If a single March Action is not enough to clear all such obstructions, a Regiment may use its second March Action to ensure it ends in a legal position. A Regiment cannot March through enemy Regiments, friendly Regiments that are in contact with enemy Regiments, or Garrison Terrain occupied by an enemy.

Reinforcements Marching Onto the Battlefield

A Reinforcement Regiment Marches onto the Battlefield from the Reinforcement Zone, as determined during Deployment. Place the Regiment's front rank onto the Battlefield, and then complete the March as normal, measuring from the edge of the Battlefield rather than the front of the Regiment, as you normally would. If one March Action is not enough to bring all of the Regiment's stands onto the battlefield, then it must perform a second March Action to ensure all of its stands are on the field. Bear this in mind when you place the Regiment's front rank – make sure your formation isn't too deep to enter the battlefield at all!

Alternatively, you may bring your Reinforcements onto the Battlefield from any edge, provided that:

- The point of entry is between your Reinforcement Zone and at least one enabling friendly Regiment. Heavy Regiments must arrive behind a Heavy or Medium Regiment; Medium Regiments behind a Heavy, Medium or Light Regiment, and Light Regiments must arrive behind other Light, Medium or Heavy Regiments.
- The Regiment used to enter the Battlefield is no more forward than the most forward point of an enemy unit.

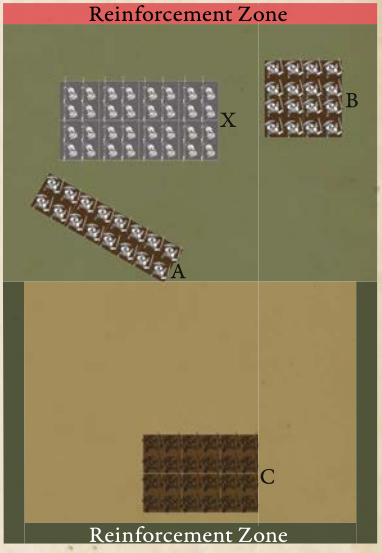


Fig. 3.5
Regiment C could enter om the (Green) Reinforcement Zone or from either side edge behind Regiment A. It cannot enter from the side edges behind Regiment B, as enemy Regiment X is itself closer to the friendly Reinforcement Zone than Regiment B.

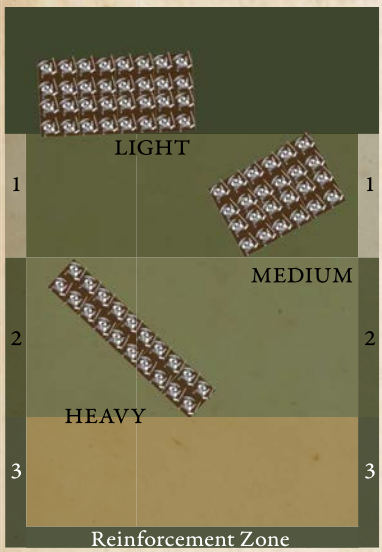


Fig. 3.6
A Light Regiment could arrive from the areas marked 1, 2 or 3. A Medium Regiment could arrive from the areas marked 1, 2 or 3, and a Heavy Regiment could arrive from area 2 or 3. Any Regiment could arrive from the Reinforcement Zone.

FAILED REINFORCEMENT

If it is not possible for the Regiment to enter the Battlefield according to the rules given above, the Regiment returns to Reinforcements and may attempt to March onto the Battlefield next Turn.

CHARGE

A Charge Action is the only way a Regiment can move into contact with an enemy Regiment (and therefore able to Clash with that enemy Regiment). A Regiment cannot use a Charge Action if it has arrived from Reinforcements this Turn.

Declaring a Charge

When declaring a Charge you may only choose one enemy Regiment to be the Target of your Charge and it must be within your Line of Sight. Roll a die – this is the Charge Roll.
Add the Charge Roll to the Regiment's March Characteristic. This is the Charge Distance. If the Charge Distance is equal to or greater than the distance between the Charging Regiment and the Target, the Charge is successful. If the total is less than the distance between the Charging Regiment and the Target, the Charge has failed.

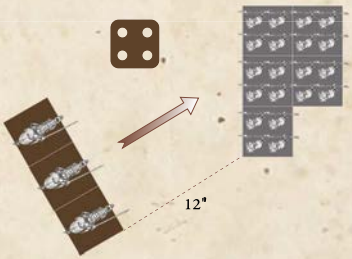


Fig. 3.7
The distance between the two Regiments is 12", and the Regiments' March Characteristic is 8.
A Charge Roll of 4 gives a total Charge distance of (4+8=) 12. Just enough to make the Charge a success.

The Charge Move

If the Charge was successful, you may now move the Regiment into contact with the enemy Regiment, following the rules given for a March Action (see page 28). It does not matter how far the Regiment advances as long as the Charge Roll was a success.
During this move, your Regiment is permitted a 'free' Wheel of up to 90°, in order to bring as many enemy Stands as possible into contact with the Charging Regiment. Otherwise, the Charging Regiment can only move directly forward. During a Charge Move a Regiment may move through other Friendly Regiments provided that at the end of its Activation it does not end up in an illegal position.
If the Charging Regiment cannot complete its Charge against the target Regiment without coming into contact with another enemy Regiment or Garrison Terrain, the Charge Action automatically fails.
A Charging Regiment may come to within 1″ of other enemy Regiments and Garrison Terrain during a Charge Move. However, it may not contact an enemy Regiment or Garrison Terrain it did not declare a Charge against as part of its Charge Action.

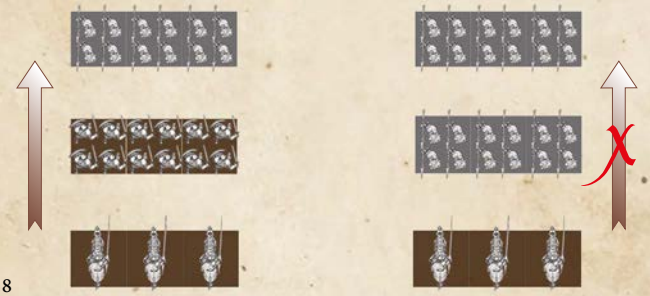


Fig. 3.8
Although the Knight Regiment is able to charge through a friendly Regiment, no Regiment may charge through an enemy Regiment.

Aligning a Charge

As soon as your Charging Regiment contacts the Charge Target, it stops moving. Then, it aligns to the enemy, by performing another 'free' Wheel of up to 90° until both Charging Regiment and Charge Target are flush against each other.
If the Charging Regiment cannot Wheel flush to the Charge Target (because Terrain or another Regiment is in the way), then the Charge Target Wheels in order to come in contact with the Charging Regiment. Should your opponent have placed their Regiments in such a way as to make it impossible to come into contact with the target without coming into contact with another Regiment as well, complete the Charge normally and force the offending enemy unit 1" away from your Regiment and then Wheel your unit to align the Charge.

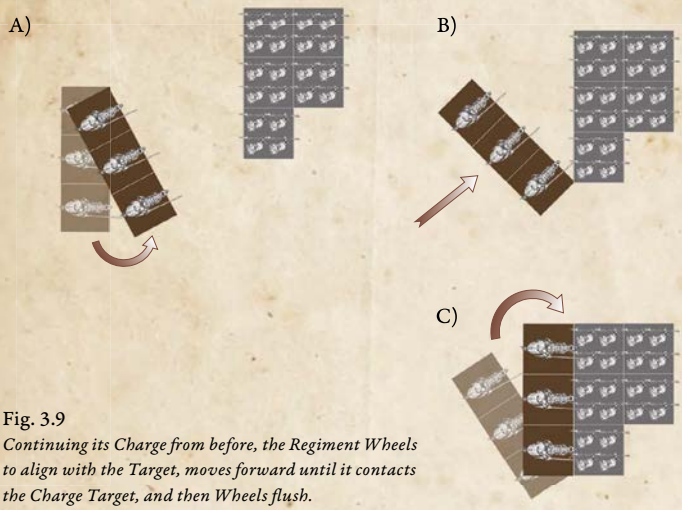


Fig. 3.9
Continuing its Charge from before, the Regiment Wheels to align with the Target, moves forward until it contacts the Charge Target, and then Wheels flush.

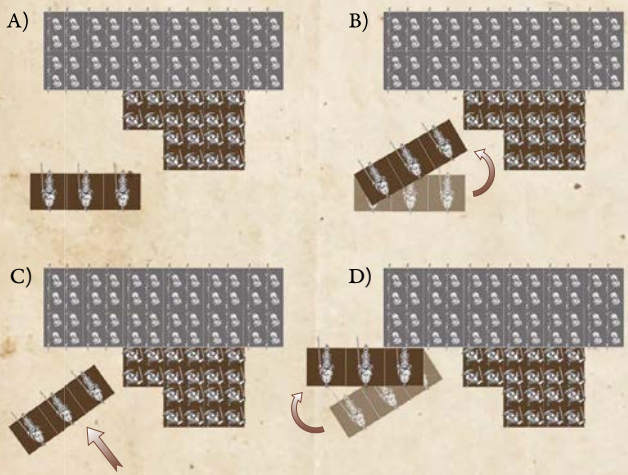


Fig. 3.10
In this example, the Regiment Wheels just enough to avoid colliding with the allied Infantry Regiment, completes the Charge Move, and then Wheels flush to the Charge Target.

Charging Through

A Regiment is allowed to move through Friendly Regiments that are not in base-to-base contact with an enemy Regiment on the turn it Charges. This can be the result of a simple Charge Action, but also part of a sequence of Actions such as Marching and then Charging.

However, this is a very risky manoeuvre. If the combined movement total of the activation(s) is not enough to completely clear the friendly Regiment (or if there is not enough space for the Charging Regiment to completely clear the friendly Regiment), then both Regiments have become hopelessly mired and confused. The Charge fails, the Charging Regiment stops immediately upon coming into contact with the friendly Regiment, and both Regiments are considered as Broken.

Fig. 3.11
This is a successful Charge through a friendly Regiment.

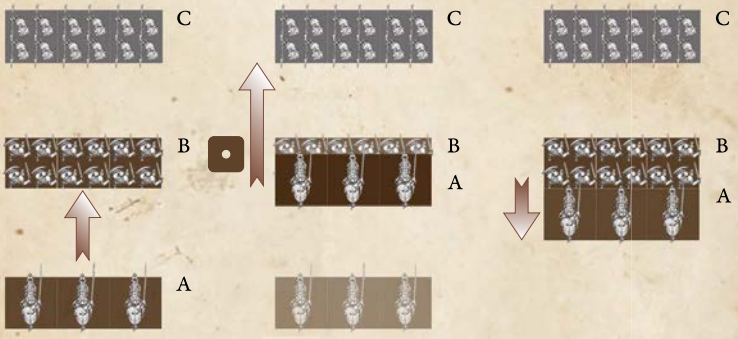


Fig. 3.12
Regiment A finishes its first move overlapping Regiment B. Notice how this is not an illegal move yet. As a second Action, Regiment A attempts to Charge Regiment C where its movement is not enough to reach its intended target nor move completely past Regiment B. Regiment A cannot finish both its Actions overlapping another Regiment, therefore it must move the minimum distance backwards to no longer overlap.

WHICH FACING?

If the Charging Regiment has a choice of facings to Wheel flush to (commonly because it contacts the Charge Target on a corner), it always Wheels flush to the Facing whose Arc it was most in when the Charge Action was declared.

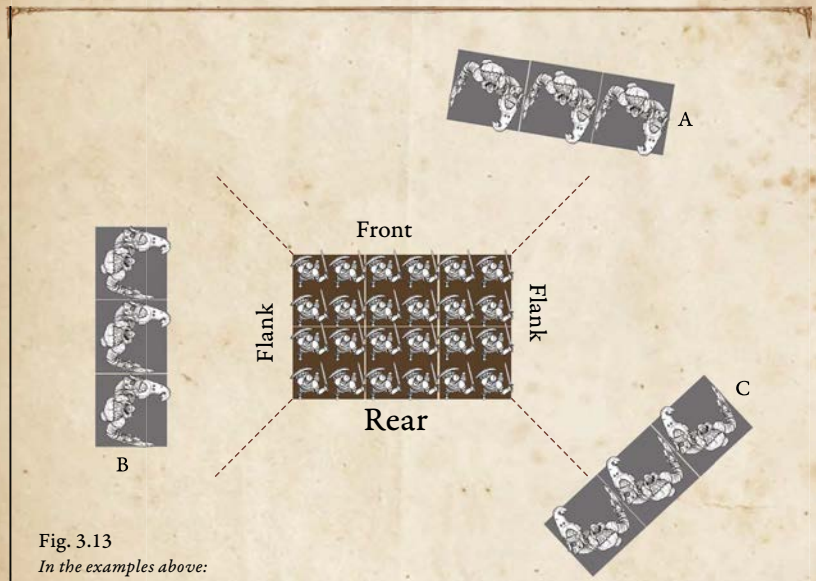


Fig. 3.13
In the examples above:
Regiment A would Wheel flush to the front.
Regiment B would Wheel flush to the left flank.
Regiment C would Wheel flush to the right flank.

Charging and Inspire

A Regiment that successfully completes a Charge immediately performs a 'free' Inspire Action (see page 50). Note that this has no benefit for Impact Attacks and is in effect wasted if your Regiment has no Actions left this Turn.

Failed Charge

If a Charge fails for any reason, the Charging Regiment Marches directly towards the Charge target a distance equal to the result of the Charge Roll, halting 1" away from enemy Regiments and Garrison Terrain.
If a Regiment makes a Failed Charge, it loses any other Actions remaining to it that Turn.

Impact Attacks

Some troops – such as knights – rely on the sheer, overwhelming force of their impact to inflict damage on the foe.
Once a successful Charge is completed, Impact Hits are resolved. Impact Hits are only inflicted by Stands that are Medium Cavalry, Heavy Cavalry, Medium Brutes, Heavy Brutes, Medium Monster or Heavy Monster. Infantry Stands and Light Stands do not inflict Impact Hits unless Special Rules, such as Throwing Weapons, say otherwise.

Take note of the number of the Charging Regiment's Stands in contact with the Charge Target. The number of Impact Hits inflicted is equal to half the Stand's total Attacks (the number of Models multiplied by its Attacks characteristic). Round down if this is an odd number.
These Attacks are resolved exactly like Strikes during a Clash, and can cause Morale Tests (see page 48).

Unengaged Stands and Impact Attacks

Each Stand not in contact with the enemy contributes 1 Impact Attack, regardless of the number of Models or its Attacks Characteristic.

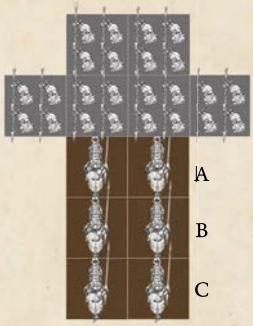


Fig. 3.14
During this Charge Action, stands in the rank marked A inflict Impact Hits equal to half their Attacks Characteristic.
Stands in ranks marked B and C support by inflicting one Impact Hit each.

Inspired Strike and Impact Hits

Impact Hits do not receive the To Hit bonus from Inspired Strike.

TAKE AIM

If your Regiment takes a "Take Aim" Action, it adds +1 to its Volley for the next Volley Action it takes this Turn.

RALLY

Only a Broken Regiment may take a Rally Action.
If your Regiment takes a Rally Action, it is no longer Broken. Remove the Broken counter.

REFORM

A Reform Action allows a Regiment to change its formation (the combination of ranks and files). The Reforming Regiment immediately adopts a legal formation, facing any direction (see page 13 for more on legal formations). Unlike a Combat Reform, the centre of the Regiment must not move as a result of the Reform. During a Reform, no Stand may move further than its March distance.

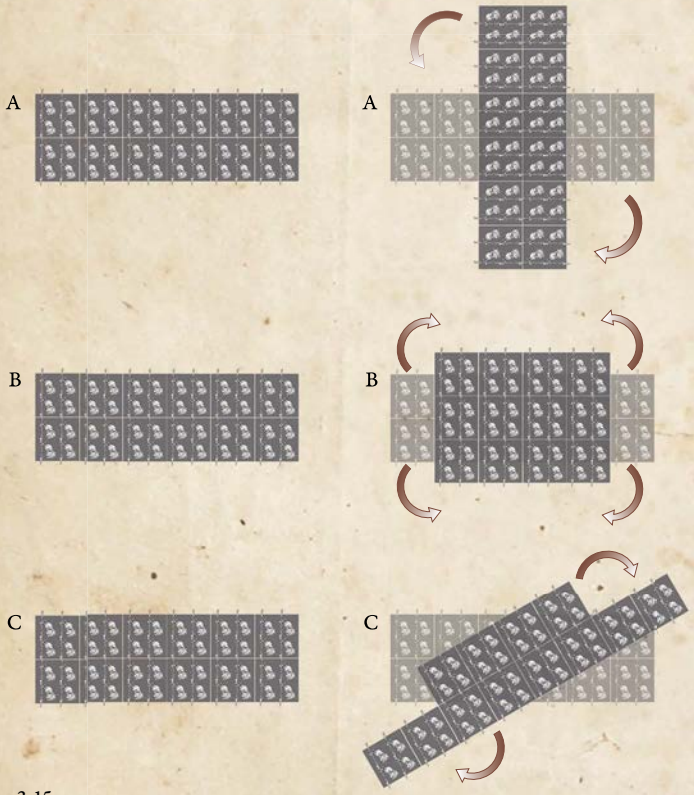


Fig. 3.15

Above, the Regiment makes a series of different Reforms. In A, it Turns to face its right flank. In B, it increases the number of ranks at the cost of reducing its files. In C, it increases its frontage (files) and makes a dramatic Turn. Note how in all three cases, the Regiment remains centred on the same point.

VOLLEY

A Volley Action can only be used if the Regiment has at least one Stand with the Barrage special rule – otherwise, it doesn't have a ranged weapon with which to make a Volley.

Choosing a Target and Line of Sight

To take a Volley Action, you must first choose a legal target enemy Regiment. The target must be in range of the Barrage special rule you wish the Regiment to use. The target must also lie within the Regiment's front arc and also be within Line of Sight.

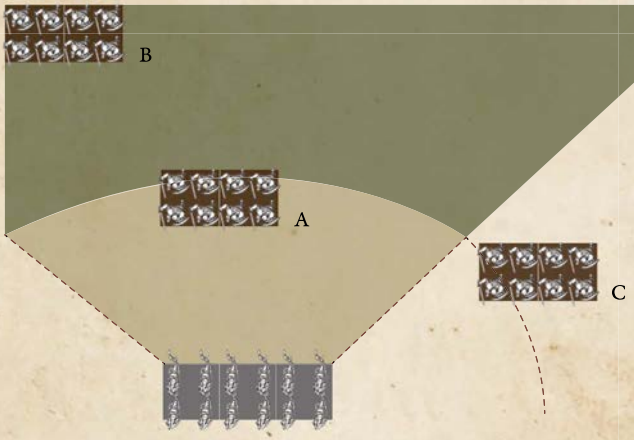


Fig. 3.16
In the example above, the Regiment can Target Regiment A with a Volley as it is both within range and within the front arc. It cannot Target Regiment B, because it is out of range, nor Regiment C, because it is outside the front arc.

Check for Obscuration

For each Stand in the front rank of the Volleying Regiment that is in range of the Target, trace a straight line from the centre of that Stand to the centre of any Stand in the Target Regiment. If no Regiments or Obscuring Terrain break this line, that Stand's Volley is a Clear Shot. If one or more Regiments and/or Obscuring Terrain break that line, the Stand's Volley is an Obscured Shot.

If you cannot trace an unbroken line from at least one Stand in the front rank of the Volleying Regiment to the centre of any Stand in the Target Regiment, the Target is not a legal one as it is outside of Line of Sight. The Regiment must choose another Action or another Target. Note that a Regiment can be targeted if it is in base contact with an enemy, although this will often mean the Volley of one or more Stands might be Obscured.

Check for Long Range

You're nearly ready to unleash your Volley. First, however, you need to check if your Regiment is shooting at Long Range. The range given for missile weapons is not their optimal range, but their maximum range – beyond a certain point, hits are possible, but much harder to achieve. To represent this, if the distance between your Regiment and the target is more than **half** the range of your Regiment's Barrage special rule, the number of Shots (the number of dice) count as Obscured. Note that a Regiment can only be Obscured once (e.g. Long Range and Obscuration will only lead to half shots and will not be halved again).

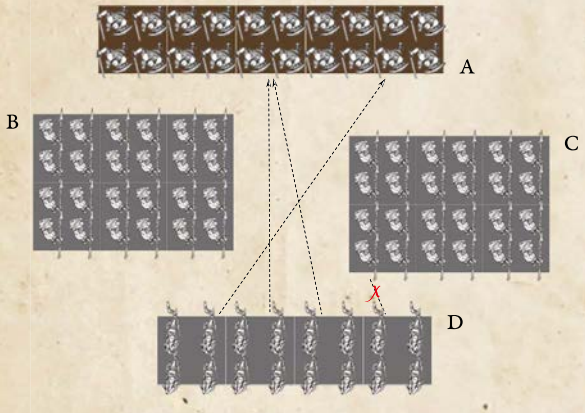


Fig. 3.17
Regiment D Targets Regiment A with its Volley. However, because of the presence of Regiments B and C, only two of the Stands have clear Shots. One Stand is Obstructed and halves its Shots whilst the last Stand cannot fire its shots at all.

Determine the Number of Shots

Each Stand making a Clear Shot fires a number of Shots equal to the X in the Barrage X Special Rule multiplied by the number of Models on the Stand. In this way, a Stand's Shots diminish as it suffers casualties. An undamaged Infantry Stand with Barrage 1 would fire 4 shots.
Each Stand making an Obscured Shot fires a number of Shots equal to the X in the Barrage X Special Rule multiplied by half the number of Models on the Stand (rounded up). Stands in any rank other than the first each contribute a single shot.

Rolling to Hit

Roll a number of dice equal to the Shots being fired.
Any die that is less than or equal to your Regiment's Volley Characteristic is a Hit.
Any die that is greater than your Regiment's Volley Characteristic is a Miss.
Example: Your 3-Stand Regiment of Longbowmen (Volley 2 and Barrage 1) are Volleying at an enemy Regiment, for a total of 12 Shots. You roll 12 dice. Any result of 1 or 2 is a Hit. Any result of 3 or more is a Miss. Should the Volley Characteristic of the Acting Regiment be 6 and above, every roll of 1 inflicts 2 Hits instead.

The Defence Roll

Now, your opponent rolls a number of dice equal to the number of Hits.
Any roll that is less than or equal to their Regiment's Defence Characteristic or is less than or equal to the Regiment's Evasion Characteristic is a successful Injury Roll – the Regiment's armour or reflexes have saved them on this occasion.
Any roll that is greater than both their Regiment's Defence Characteristic and its Evasion Characteristic is a failed Injury Roll and causes a Wound.
Note that you only make one roll, which is compared to both the Defence Characteristic and Evasion Characteristic (see page 47 for examples of Injury Rolls).

REMOVE CASUALTIES & MORALE

Tally up the number of Wounds into a Wound Pool, and proceed to Removing Casualties (see page 54). Note that Wounds suffered from a Volley **do not** cause Morale Tests.

CHAPTER FOUR

COMBAT ACTIONS

In this section
you will find details
on the various Actions
that Regiments
can take while
in Combat.

CLASH

Your Regiment can use a Clash Action if it is in base contact with at least one enemy Regiment. When a Clash Action is used, all Stands in contact with an enemy Stand – called Engaged Stands – Strike directly at the Regiment the enemy Stand belongs to. This includes Stands that are corner-to-corner.

All Stands not in base contact with an enemy Stand are called Unengaged Stands. Unengaged Stands contribute Support Strikes.

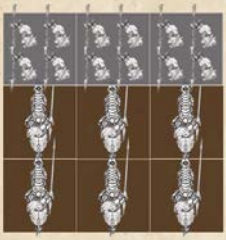


Fig. 4.1

Calculating the Number of Strikes

Before rolling To Hit, you need to determine the total number of Strikes being made.

ENGAGED STANDS AND STRIKES

Each Engaged Stand makes a number of Strikes equal to the Stand's Attacks Characteristic multiplied by the number of Models on the Stand. In this way, a Stand's Strikes diminish as it suffers casualties.

Most undamaged Stands make 4 Attacks. Certain Special Rules do not increase the Stand's Attack Characteristic but rather add attacks to the total. E.g 'Fury' adds one attack to each Engaged Stands total, rather than the characteristic of the Model. Thus in a Steel Legion Stand it does not add 4 attacks, it only adds 1.

UNENGAGED STANDS AND STRIKES

Each Unengaged Stand contributes 1 Support Strike, regardless of the number of Models or its Attacks Characteristic. Certain rules, such as the Support special rule, can modify this number.

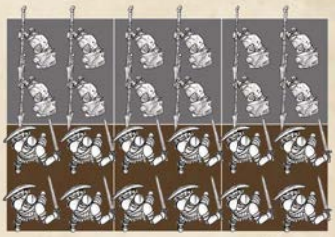


Fig. 4.2

Men-at-Arms Stands have an Attacks Characteristic of 1. This is then multiplied by the number of Models on the base (4) to give a total of 4 Strikes per Stand, and 12 Strikes overall.

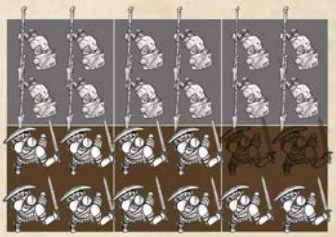


Fig. 4.3

Here, however, the Men-at-Arms Regiment has suffered two casualties. While the leftmost Stands each contribute their full 4 Strikes (1 Attack x 4 Models), the rightmost one only contributes 2 Strikes (1 Attack x 2 Models).

Fig. 4.4
In this last example, each of the front three Stands contributes its full 4 Strikes. Each of the rear Stands contributes 1 support Strike.

INCOMPLETE RANKS

If your Regiment is in contact with an enemy Regiment's flank or rear (or your Regiment is itself being attacked in the flank or rear), you'll sometimes discover that some of its Stands aren't in contact due to incomplete ranks. When this happens, treat the enemy Regiment as being a rectangle as long and as wide as its maximum extents, ignoring the gaps created by incomplete ranks. Each of your Stands in 'contact' with this abstract rectangle is considered to be in contact for the purpose of calculating the number of Strikes.

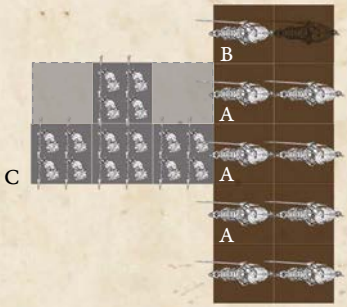


Fig. 4.5
Stands marked A Strike directly with their full complement of Strikes, as they are in contact with the enemy Regiment. Since the back Rank of Regiment C is incomplete, treat it as if it were complete for the purpose of determining how many Stands are engaged. This way Stand B is also considered engaged.

More than one target

If your Regiment is in base contact with two or more enemy Regiments, the chances are that some of the Stands will be Engaged with two or more different Regiments.

If your Stand is in contact with Stands from two or more enemy Regiments, you choose which Regiment the Stand Strikes – you may not split a Stand's Strikes between two enemy Regiments. Similarly, you can choose which of the enemy Regiments each of your Unengaged Stands Strikes. Support Strikes from a single Stand may not be split between two enemy Regiments if your Support Stand is fortunate enough to have more than one Support Strike as the result of a special rule or spell. In other words, if a Stand is contributing Support Strikes to a Clash Action, it may do so to any one (and only one) enemy Regiment in contact with its Regiment.

Resolve each set of Strikes separately, from rolling To Hit all the way through to Testing Morale.

Roll to Hit

Roll a number of dice equal to the Strikes being made.

Any die that is less than or equal to your Regiment's Clash Characteristic is a Hit.

Any die that is greater than your Regiment's Clash Characteristic is a Miss. Should the Clash Characteristic of the Acting Regiment be 6 and above, every roll of 1 inflicts 2 Hits instead.

Example: Your Regiment of Militia (Clash 1) are Striking an enemy Regiment for a total of 20 Strikes. You roll 20 dice. Any results of 1 are Hits. Any results of 2 or more are misses.

Flank & Rear Attacks

If the Active Regiment is attacking the enemy in the Flank or the Rear, your opponent must re-roll any successful Morale Tests (see page 58). You've caught the enemy unprepared, with their attention turned to the front – it's time to reap the benefits as panic sweeps through their ranks.

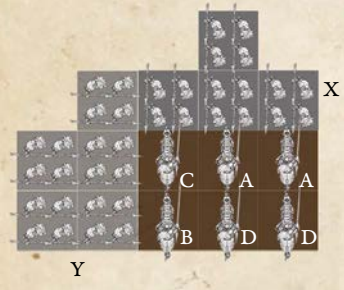


Fig. 4.6
Stands A must Strike Regiment X, as they are in contact. Stand B must Strike Regiment Y, as they are in contact. Stand C may Strike either Regiment X or Y. Similarly, Stands D may use their Support Strikes against either X or Y. Both could Strike the same Regiment, or different Regiments.

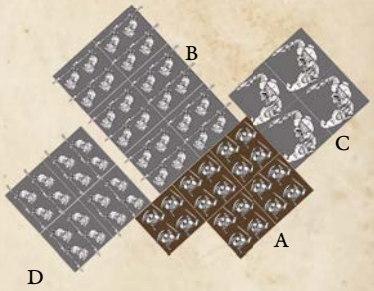


Fig. 4.7
Regiment A would re-roll successful morale saves against strikes originating from Regiment C. Similarly, Regiment B would have to re-roll successful morale saves from Regiment A.

THE DEFENCE ROLL

Now, your opponent rolls a number of dice equal to the number of Hits your Stands have inflicted.
Any roll that is less than or equal to their Regiment's Defence Characteristic – or is less than or equal to the Regiment's Evasion Characteristic – is a successful Injury Roll. The Regiment's armour or reflexes have saved them on this occasion.
Any roll that is greater than both their Regiment's Defence Characteristic and its Evasion Characteristic is a failed Injury Roll and causes a Wound.
Note that you only make one roll, which is compared to both the Defence and Evasion Characteristics. Also note that the Injury Roll is an exception to the rule that any die roll of '1' is an automatic success. If your Regiment has a Defence and Evasion of 0 (or has its Characteristics reduced to 0 by a Special Rule), it cannot pass an Injury Roll.

Example 1: *Your Regiment of Gilded Legion (Defence 3) suffers 6 Hits. You therefore roll 6 dice, needing to roll a 3 or less on each. You roll 1, 1, 2, 4, 4, 5. Three results are equal to or less than 3, preventing 3 of the possible 6 Wounds.*

Example 2: *Your Regiment of Vanguard Clone Infiltrators (Defence 1, Evasion 2) suffers 6 Hits. As your Evasion is higher than your Defence, you therefore need to roll a 2 or less on each die. You roll 1, 2, 2, 3, 3, 5, preventing 3 of the possible 6 Wounds.*

Example 3: *Your Regiment of Centaur Avatara (Defence 4, Evasion 1) suffers 4 Hits with the Smite special rule, which reduces their Defence to 0 for this Clash. You therefore need to roll equal to or lower than the Evasion Characteristic of 1 to prevent Wounds.*

Removing Casualties and Testing Morale

Tally up the number of Wounds into a Wound Pool, and proceed to Removing Casualties (see page 54). After that, your opponent may have to Test Morale (see page 58).

COMBAT RALLY

Only Broken Regiments may attempt a Combat Rally Action.
If your Regiment uses a Combat Rally Action, the Regiment is no longer Broken – remove the Broken counter.

COMBAT REFORM

A Combat Reform Action allows a Regiment to change its formation (the combination of ranks and files) while engaged in melee. You cannot use a Combat Reform to reduce the number of Stands in contact (either yours, or those of enemy Regiments). When taking a Combat Reform Action, roll a die. If the result is less than or equal to the highest Resolve Characteristic in your Regiment, the Regiment has made a Clean Reform. If the result is higher than the highest Resolve Characteristic in your Regiment, your Regiment has made a Fighting Reform.

Clean Reform

If your Regiment makes a Clean Reform, it immediately adopts a new legal formation, facing any direction (see page 13 for more on legal formations).
The centre of the Regiment must not move a distance greater than half its March characteristic (rounded down), and no Stand may move further than its March distance.

Fighting Reform

If your Regiment makes a Fighting Reform, it suffers a Wound for each of its Stands in contact with an enemy Regiment. Once any casualties have been removed and Morale Tests taken, it then adopts a new legal formation, as for a Clean Reform.

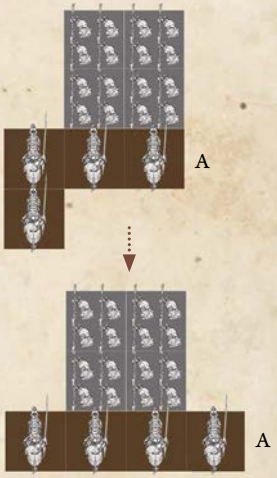


Fig. 4.8
Regiment A makes a Combat Reform to bring all of its Stands into contact with the enemy Regiment.

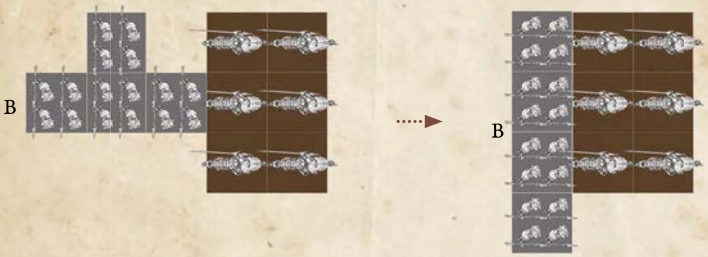


Fig. 4.9

Regiment B makes a Combat Reform not only to bring all of its Stands into contact with the enemy, but also to face them head on, instead of being attacked in the flank.

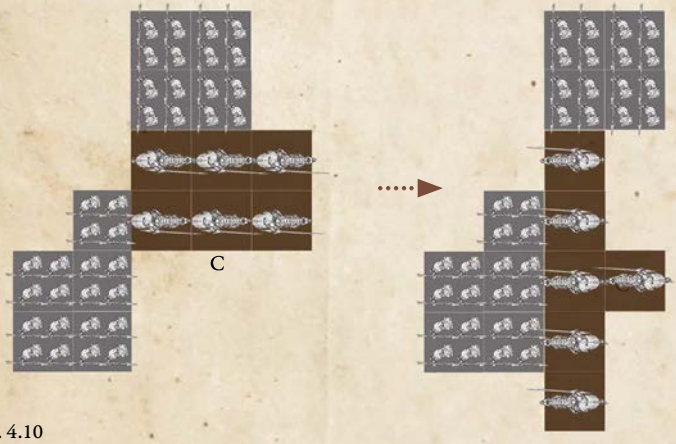


Fig. 4.10

Regiment C reforms to bring more Stands into contact with the Regiment to its rear. It also chooses to face the Regiment to its rear, leaving the other Regiment to its flank.

INSPIRE

If your Regiment takes an Inspire Action, it adds +1 to its Clash for the next Clash Action it takes this Turn (and only this Turn).

WITHDRAW

Withdraw Actions are taken in order to remove your Regiment from melee. It can only be used by a Light or Medium Regiment, and only if the Regiments in contact with one or more enemy Regiments.

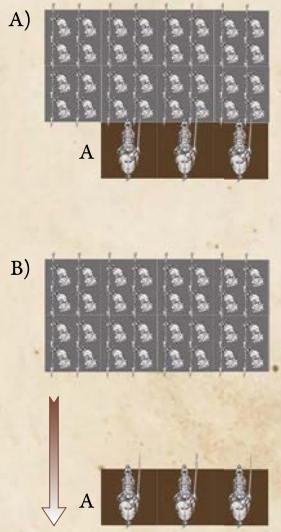


Fig. 4.11
Regiment A makes a Withdraw Action, Marching directly backwards from the enemy Regiment. It could also have Marched directly to the side. Marching backwards or to the side is done so at half the March rate.

When taking a Withdraw Action, roll a die. If the result is less than or equal to the highest Resolve Characteristic in your Regiment, the Regiment has made a Clean Withdrawal. If the result is higher than the highest Resolve Characteristic in your Regiment, your Regiment has made a Fighting Withdrawal.

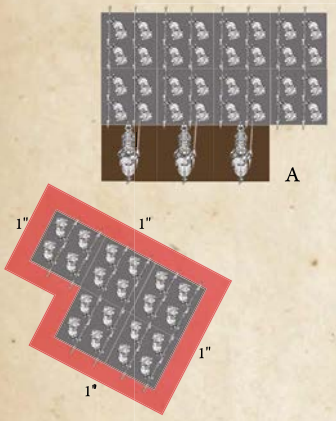


Fig. 4.12
Regiment A is limited in how far it can Withdraw by Marching backwards (either due to an enemy Regiment physically blocking its path, or because its March would end within 1" of the enemy Regiment). In this case, it may be better off using its Withdraw Action to March to its right flank.

Clean Withdrawal

If your Regiment makes a Clean Withdrawal, it immediately suffers D6 Wounds (even the best executed Withdrawal is a risky endeavour), reforms facing away from the enemy Regiment(s) and takes a March Action, following the rules given on page 28. Remember that a Regiment cannot end a March within 1" of an enemy Regiment. If the March cannot be completed for any reason, return the Regiment to its initial position – the Withdraw Action has failed. Note that a Regiment making a Withdrawal Action must keep its Formation following the reform. This is merely to allow the Regiment to rotate on its axis and march away.

Fighting Withdrawal

If your Regiment makes a Fighting Withdrawal, it immediately suffers D6 Wounds for each of its Stands in contact with an enemy Regiment. Once any casualties have been removed and Morale Tests taken, it Reforms and takes a March Action, as described in the rules above for Clean Withdrawal.

CHAPTER FIVE

ALLOCATING WOUNDS & REMOVING CASUALTIES

In this section you will find details of how Wounds are inflicted, allocated and resolved using the same system.

WOUND POOL

Wounds are not assigned directly to Regiments. Rather each failed Defence Roll adds one marker to your Wound Pool. (Note that special rules, such as Deadly Attacks, can modify this).

REMOVING CASUALTIES

If all Stands in your Regiment have a Wounds characteristic of 1, simply remove one Model for each Wound in the Wound Pool, one at a time. Each casualty must be removed from an incomplete Stand (i.e. a Stand that has already had one or more Models removed) if possible. If there are no incomplete Stands, you may remove the next casualty from a Stand at the opposite end of the rear rank. In other words Stands are removed from alternating ends of the rear rank, so that the Stands in the middle are the last ones remaining.

It is important to keep in mind that the next step in the process, Testing Morale, requires the players to keep an accurate tally of the number of Wounds suffered by each unit in a single Turn. As a result, in order to ensure an accurate count, players should keep all of the casualties and stands removed from a unit in a single Turn separate from their other models.

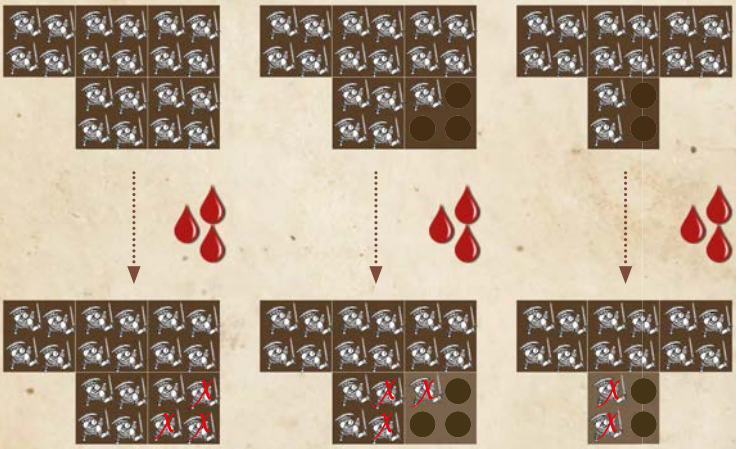


Fig. 5.1

The example above shows how the number of models and Stands changes as a Regiment with a Wounds Characteristic of 1 suffers Wounds.

STANDS WITH MULTIPLE WOUNDS

If all Stands in your Regiment have a Wounds characteristic of 2 or more, it's a little more complicated, but the same principles apply. Instead of removing Models from a Stand, you remove Wounds from the Wound Pool and allocate them to that Stand. Once the number of allocated Wounds equals the Stand's Wounds Characteristic, remove a Model as a casualty and reset the number of allocated Wounds to 0. Then, if there are any Wounds left in the Wounds Pool, start again until the Wounds Pool is empty, or the Regiment has been destroyed.

Excess Wounds & Wounded Markers

With multi-Wound Stands, you will often have a situation when Wounds are allocated to a Stand, but they're not enough to cause a Model to be removed.

When this happens, place a Wounded marker for each Wound beside the Regiment as a reminder. The next time that Regiment suffers Wounds, remove all Wounded markers, and add an equal number of Wounds to the Wound Pool.

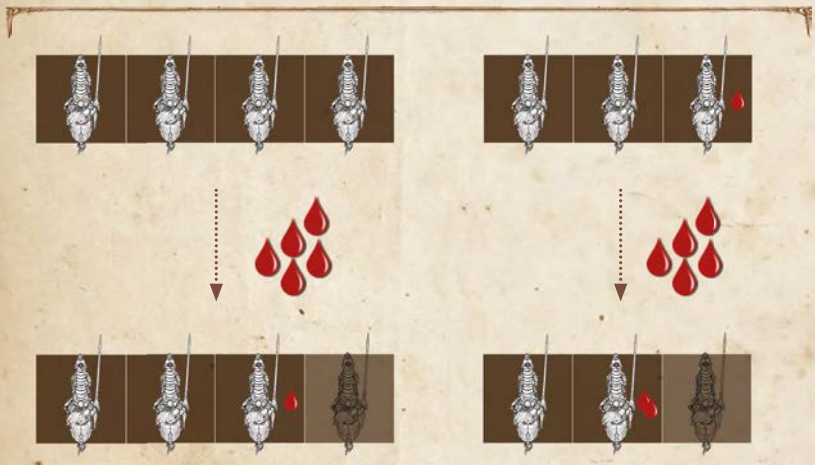


Fig. 5.2

The Cavalry Regiment (Wounds Characteristic of 4) suffers 5 Wounds. The first Stand loses a model, and the leftover Wound is placed as a Wounded marker. The second Stand first loses a model with the first 3 Wounds and the leftover 2 Wounds are placed on the second Cavalry Stand.

TESTING MORALE

Once the Wound Pool is empty, it is time to see if the onslaught of blood and death has shaken the resolve of your troops – proceed to Testing Morale.

CHAPTER SIX

TESTING MORALE

In this section you will find details of how a Regiment tests Morale after having suffered Casualties as the result of an Action.

A Regiment tests Morale after Wounds are suffered as the result of an Action. Morale is tested against a Regiment's Resolve.

CALCULATING A REGIMENT'S RESOLVE

If there is more than one Resolve characteristic in the Regiment, use the highest, then add the following bonuses:

+1 If the Regiment consists of 4–6 Stands.
+2 If the Regiment consists of 7–9 Stands.
+3 If the Regiment consists of 10+ Stands.

These bonuses are not cumulative – i.e. you always use the highest.

THE MORALE TEST

To test Morale, roll the die a number of times equal to the number of Wounds suffered in the current Action.
Each result that is equal to or less than the Regiment's Resolve Characteristic (after any bonuses, including those given above) is a pass.
Each result that is greater than the Regiment's Resolve Characteristic (after any bonuses, including those given above) is a failure.
For each failure, the Regiment suffers a Wound – it is important to note that these Wounds do not trigger further Morale Tests. These Wounds are allocated as described in Allocating Wounds and Removing Casualties on page 54.

Example: *Your Regiment of Militia (Resolve 2) suffers 5 Wounds from a single Action. You roll 5 dice, scoring 1, 2, 3, 3, 6. In other words, one test is passed and three are failed. Your Regiment therefore suffers a further 3 Wounds.*

Example: *Your Regiment of the Order of the Crimson Tower (Resolve 4) suffers 3 Wounds. You roll 3 dice, scoring 1, 3 and 6. Two tests are passed and one is failed. Your Regiment suffers another Wound.*

BROKEN REGIMENTS

If, during the course of a single Turn, a Regiment loses half, or more, of its Stands it started the Turn with, it is immediately Broken. Interrupt the regular play sequence, place a Broken counter beside it as a reminder, and then resume play.
A Broken Regiment ceases to be Broken if it successfully performs a Rally Action.

SHATTERED REGIMENTS

If a Broken Regiment loses half or more of its remaining Stands over the course of a Turn (counted from the moment it was Broken, not the Start of Turn), it is immediately Shattered. Its warriors throw down their arms and run for safety. All Stands from a Shattered Regiment are removed from the Battlefield as casualties, and the Regiment is destroyed.

STRANDED REGIMENTS

As a Regiment suffers casualties and Stands are removed, its melee opponents may find they are no longer in base contact – we refer to these as Stranded Regiments. As casualties are removed from the rearmost Stands, this commonly happens when a Regiment is fighting to its rear.

Note that only Regiments no longer in contact with any enemy Regiments count as Stranded. If, for example, a Regiment was in contact with two enemy Regiments at the start of the Action, it only counts as Stranded if it is no longer in contact with either.

Similarly, a Regiment does not count as Stranded if the only Regiment it was in contact with was completely destroyed.

Press the Attack

Once all casualties have been removed (including any from failed Morale Tests) and two or more Regiments are no longer in contact, one or both players need to 'Press the Attack'. The First Player chooses one of their Stranded Regiments and 'pushes' it back into contact with the enemy Regiment by the shortest possible distance, as described in Fig. 6.1. They then choose another Stranded Regiment, and push that one back into contact, and so on, until all of their Stranded Regiments are back in contact. Once the First Player's Stranded Regiments are all back in contact, the Second Player Presses the Attack with any Stranded Regiments of their own (although most will already be back in contact as a result of the First Player Pressing the Attack).

PUSHING REGIMENTS

When you push a Regiment, you must aim to place the same number of Stands in base contact (from both sides) as was the case before casualties were removed. If this is not possible, maximise the number of Stands in contact from both sides.

You may not use a Press the Attack push to bring your Regiment into contact with an enemy Regiment it was not in contact with before casualties were removed.

If a push cannot be completed for any reason, then the Regiment returns to its pre-push position, and remains Stranded.

Press the Attack, Impact Hits and March Special Rules.

Press the Attack pushes do not inflict Impact Hits. Nor do they benefit from any special rules triggered by March Actions, such as Fluid Formation.

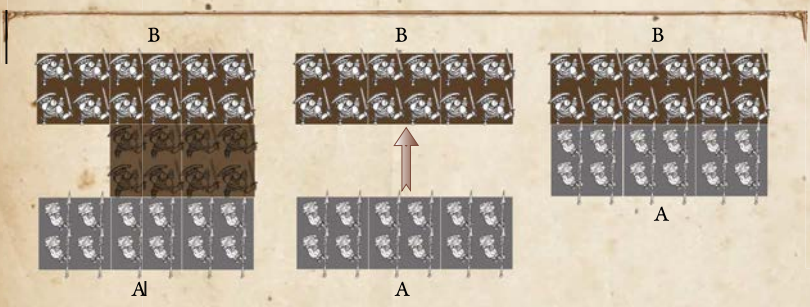


Fig. 6.1

Regiment A has inflicted sufficient Casualties on Regiment B to have become Stranded. It is therefore pushed back into position by the shortest possible distance.

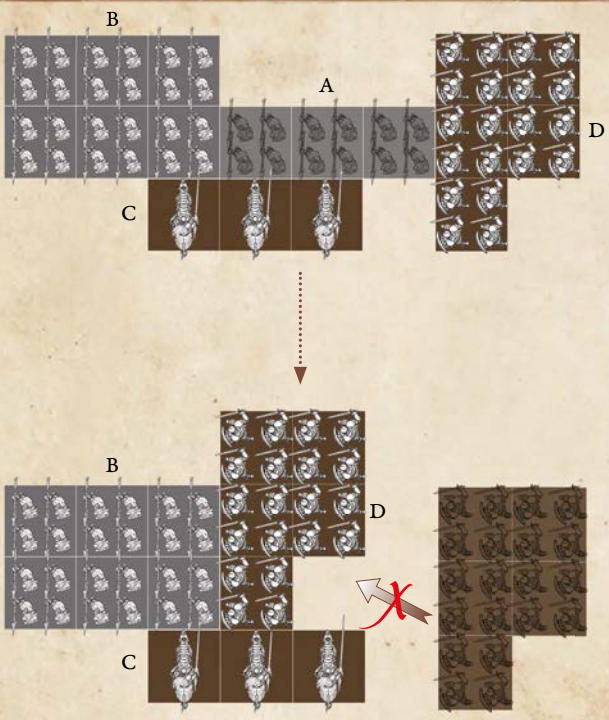


Fig. 6.2

Regiment A is destroyed. Regiments B and C are not pushed, as they are not Stranded. Regiment D is not pushed because its only opponent (A) has been destroyed.

Advanced Rules

The rules that follow add to the core rules for a complete experience. In the following chapters you will discover the role of Characters and Leaders, who allow you to wield powerful magic and unlock the full potential of your Regiments with their Special Rules and Draw Events.

CHAPTER SEVEN

COMMAND MODELS

In this section
you will find details about
Command Model Upgrades
and their place in the
Regiment.

Some Regiments have the option to take Command Models as upgrades, as detailed in their Army List entry. Any Command Models purchased alongside a Regiment replace one of the 'normal' Rank and File models. Command Models are always treated as having the same Characteristics profile as the Regiment they accompany into battle.

CORE COMMAND MODELS

There are two core types of Command Model, used in every Faction and most Regiments. Once a Command Model is removed as a casualty, the associated bonuses are lost, so it is a good idea to place your Command Models at the centre of the Regiment's front rank.

Leader

A Regiment with a Leader halves (rounding up) the number of Wounds it suffers when making a Fighting Reform (page 48) or a Fighting Withdrawal (page 51). In addition, the presence of a Leader allows the Regiment to re-roll a single failed hit roll during Volley or Clash Actions.

Standard Bearer

A Regiment with a Standard Bearer may re-roll failed Charges, and adds one to its March distance (not the March characteristic) on the second March Action it performs in one activation.

OTHER COMMAND MODELS

Most Factions have access to their own unique Command Models in addition to those above. Where this is the case, that model's rules will be clearly stated within the Faction's Army List.

CHAPTER EIGHT

CHARACTERS

In this section
you will find details on
Characters,
the powerful abilities
they bestow and how
they are placed in the
Regiment.

Characters are a step up from Command Models. Like Command Models, they grant their Regiment powerful upgrades. Unlike Command Models, Characters occupy a Stand of their own, sometimes representing the Character alone, or on a monstrous mount, or with a Retinue.

THE CHARACTER PROFILE

Characters have a Characteristics Profile just as other Stands do.

Name: Imperial Officer

Class: Medium **Type:** Infantry

M	V	C	A	W	R	D	E
5	1	2	4	4	3	3	0

Special Rules: Character

Although Character Stands might have more than one model on them, these are purely cosmetic. Characters only ever count as having one model on their Stand.

CHARACTERS AND REGIMENTS

Characters cannot act alone – they must join a Regiment to take part in the battle. That being the case, you will assign each of your Characters to a Regiment of the same Type during Deployment. Characters cannot join Regiments of a different Type to their own. Some Characters reach such epic levels of power or ride monsters so large, they are considered Regiments on their own. In these cases it will be clearly marked in the models' Special Rules.

Character Position

A Character Stand is always placed in the front rank of a Regiment. If a Regiment has only one rank, you can either create a new rear rank and displace a non-Character Stand to it (as shown below) or simply expand the front rank. That said, Characters aren't required to remain with the same Regiment throughout the battle – they can move to other Regiments as the battle unfolds, as we will discuss later. Each Regiment may only be joined by a single Character at a time.

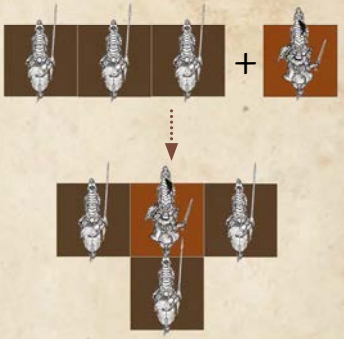


Fig. 8.1

Characters and Wounds

Characters are always treated as a single model – regardless of how many individual pieces are present on the Stand. The Character Stand accumulates its own Wounded markers, and is removed as a casualty once the number of its Wounded markers is equal to or greater than its Wounds Characteristic. Please note that Characters suffer Wounds only through Duel Actions and Special Rules and Abilities that specifically mention they cause Wounds to Characters. Regular Volley and Melee Actions cannot target Characters that have joined Regiments. If a Character is marked as a Regiment, these rules are ignored.

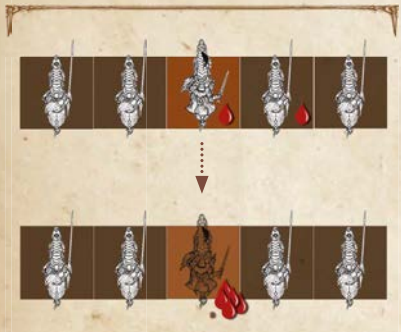


Fig. 8.2
A Character may have sustained Wounds but not the Regiment they are in. In the event of the Character's death excess Wounds originally directed to the Character will not spill over to the Regiment.

CHARACTERS AND ACTIONS

Unlike Regiments, Characters can only take a single Action each Turn. Furthermore, they only take Actions unique to them (see page 72). However, if the Character's Regiment takes an Action, the Character Acts alongside the Rank and File Stands, so it is perhaps more accurate to say that a Character takes three Actions each Turn: one when their Command Card is drawn, and two more when their Regiment's Command Card is drawn.

If the Character's Regiment moves for any reason, the Character's Stand moves as well.

If the Character's Regiment takes a Charge Action, the Character Charges (or fails to Charge) along with the rest of the Regiment.

If the Character's Regiment performs a Take Aim or Inspire Action, the Character benefits from the bonus, but not for Duels as Inspire only adds +1 Clash for Clash Actions.

If the Character's Regiment takes a Clash or Volley Action, the Character Attacks blows and fires Shots alongside with it (the latter, assuming the Character has a Volley special rule with sufficient Range).

If the Character Stand is in base contact with an enemy Regiment, it uses its full Attacks. If not, it adds one supporting Attack. Use different coloured dice to represent the Character Stand's Attacks at both the To Hit and Defence Roll stages, as these will often have different Clash values and/or Special Rules.

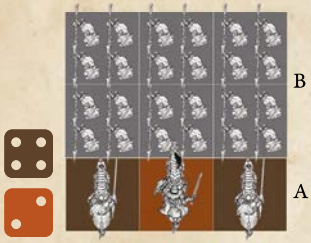


Fig. 8.3
Above, Regiment A uses a Clash Action. You roll the Strikes for the Character (Clash 4, Attacks 4) alongside those of the Cavalry Stands (Clash 3, Attacks 4), but using different-coloured dice.

Killing Characters

Note that Character Stands cannot be Hit as part of a Clash or Volley Action. The only way to kill a Character is to wipe out their Regiment or slay them as part of a Duel Action or Special Ability.

DIE FIGHTING!

If your Character's Regiment is destroyed, and the Character has not yet acted that Turn, they immediately make an out-of-sequence Clash Action against one enemy Regiment in base contact. One last heroic stand, in other words! If there is no enemy Regiment in base contact with the Character, then the Character Stand is removed as a casualty without fanfare.

UNIQUE CHARACTER ACTIONS

Characters have a set of unique Actions only they can use. These function exactly as other Actions: when the Character's Command Card is drawn, you resolve any Draw Events, choose an Action for your Character to take, and then resolve that one.

Duel (Combat Action)

To resolve a Duel Action, choose a Character Stand in an enemy Regiment in base contact with your Character Stand's Regiment. That Character does not need to be in contact with your Character – we assume that voices travel a long way, and so do bloodthirsty combatants in the swirling melee.

Your opponent can now elect to accept the Duel, or decline.

If they decline, the enemy Character Stand's Regiment becomes Broken as a result of the shame.

If they accept, both Character Stands Attack the other simultaneously, rolling To Hit and making Defence and Resolve Rolls as usual. Any Wounds inflicted are applied only to the appropriate Character Stand, not its Regiment.

If your Character Stand is slain during the Duel Action, your Regiment immediately takes a free Combat Reform Action. This Combat Reform does not require you to roll against the Regiment's Resolve. However, you may only reduce ranks and files by the minimum amount needed to fill the gap created by the Character's death.

If both Characters die as a result of the Duel, the First Player makes the first Combat Reform. Wounds caused by a Duel Action do not provoke Morale Tests.

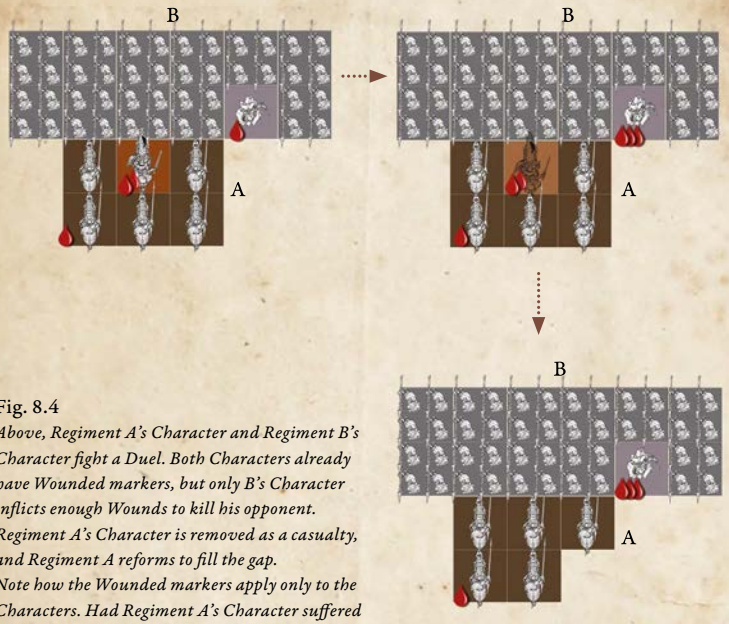


Fig. 8.4
Above, Regiment A's Character and Regiment B's Character fight a Duel. Both Characters already have Wounded markers, but only B's Character inflicts enough Wounds to kill his opponent. Regiment A's Character is removed as a casualty, and Regiment A reforms to fill the gap.
Note how the Wounded markers apply only to the Characters. Had Regiment A's Character suffered excess Wounds, they would have been discarded.

THE WARLORD

One Character, chosen when you build your army, is your Warlord – a powerful and influential figure capable of changing the course of the battle. Not only does your Warlord grant you a Supremacy Ability (see page 21), but they also have the Turn the Tide Draw Event.

Seek New Escort (Out-of-Combat Action)

A Character uses a Seek New Escort Action to leave their current Regiment and join another friendly Regiment that they can legally join.

RESOLVING THE ACTION

Once your Character takes a Seek New Escort Action, choose a friendly Regiment no further from the Character's current Regiment than twice the Character's March Characteristic. You may not choose a Regiment currently in contact with an enemy Regiment as the target of the Seek New Escort Action. Furthermore, the Regiment the Character was originally part of cannot have acted this turn in order for the Character to Seek New Escort.

Remove the Character Stand from its current Regiment. That Regiment immediately takes a free Reform Action. However, you may only reduce ranks and files by the minimum amount needed to fill the gap created by the Character's departure. Then, the target Regiment takes a free Reform Action, adding the Character to its formation. However, you may not increase files, and may only increase ranks by the minimum amount needed to fill the gap created by the Character's arrival.

Spellcasting (Combat or Out-of-Combat Action)

This Action can only be taken by a Character with the 'Wizard' or 'Priest' special rules. It allows the Character to attempt to cast a spell, as described on page 78.

CHAPTER NINE

MAGIC

In this section
we will introduce
the masters of
the Magical arts
and how to wield these
powerful forces.

In addition to its array of sword-wielding heroes, the world of Conquest also includes masters of the magical arts.

SPELLCASTING

The casting of spells is governed by a unique Spellcasting Action.

Spellcasting is usable only by Stands with the **Wizard (X)** or **Priest (X)** special rules, where the 'X' represents the caster's magical competence, or Magic Level. Magic is usually the domain of Characters, but occasionally a Stand without the Character special rule has access to one or more spells. Regardless of the Stand involved, all Spellcasting Actions follow the same rules. We will discuss this in more detail later, but first let's take a look at the spells themselves.

SPELLS

A Stand that can use the Spellcasting Action has access to spells.

The precise number of spells a Stand has depends on how many you purchased when you created your Army List. Purchasing additional spells or miracles for your Stand does not grant additional raw power – only wider variety. The spells available to a Stand, and their effects, are detailed in that Faction's Army List.

Spell Profiles

Much like a Stand, a spell has a Characteristics profile, detailing what it does. A spell's profile has the following components.

Range: The maximum Range of the spell, in inches. If the range is given as 'Self', the spell can only target the caster (although it will often have a benefit on his entire Regiment).

Casting Difficulty: Represents the difficulty of casting the spell. A spell with a lower Casting Rate is harder to cast.

Scaling: Certain spells are marked as scaling. These spells are harder to cast when affecting a large number of troops.

Effect: These are the effects that result from a successfully cast spell.

EXAMPLE SPELLS

Name : Fire Dart

Range: 16" **Casting Difficulty:** 3

Effect : Inflicts one Hit per success. Hits have the Cleave 2 special rule.

Name : Call Fog

Range: Self **Casting Difficulty:** 3 (Scaling)

Effect : All Stands in the caster's Regiment count as Obscured against all Volley Actions until the Character Acts again.

Spellcasting (In or Out of Combat Action)

To take a Spellcasting Action, the Stand must have one or more spells, and the **Wizard X** or **Priest X** special rule. The Action is resolved as follows:

CHOOSE SPELL & TARGET

Select one of the Stand's spells to cast, and the Regiment you wish to Target. Unlike a Volley Action, a Spellcasting Action does not require Line of Sight. Providing the Regiment is within Range, you may choose it as a target. Spells with a 'Self' Range can only Target the caster's own Stand.

ROLL FOR SUCCESS

A spellcaster rolls a number of dice equal to their Magic Level. Each result equal to or lower than the spell's **Casting Difficulty** is a success. Normally, if you score at least one success, the spell is resolved. However, some spells are harder to cast, as determined by Scaling.

ENEMY INTERFERENCE

If you are targeting a unit within 8" of an enemy mage, or your caster is within 8" of an enemy mage while casting, he casts the spell with one less die, which represents the disruptive efforts of their opponent. E.g. a Mage from the Hundred Kingdoms attempts to cast a Call Fog spell on his own Regiment. He would normally cast the spell with 4 dice. However, a Dweghom Sorcerer is within 8" of his stand. As a result, he casts the spell with only 3 dice.

SCALING

Not all spells are equal. Some – usually those that conjure esoteric effects rather than inflict damage – are harder to cast if more Stands are present in the target Regiment. This is represented by the Scaling attribute, listed beneath a Spell's **Casting Difficulty**.
If a Spell has the Scaling attribute, it might require more than one success to be cast. To determine this, total the number of Stands in the target Regiment, and consult the following table.

Stands	Additional Successes Needed
1–3 Stands	0
4–6 Stands	+1
7–9 Stands	+2
10+ Stands	+3

If your Spellcaster does not score the required number of successes, the Spellcasting fails and the Action ends. Otherwise, proceed to Resolve Spell.

RESOLVE SPELL

Assuming you have scored the required number of successes, follow the instructions listed in the effect. If the spell inflicts Hits, your opponent now makes any Injury Rolls, Removes Casualties and Tests Morale (see page 54 and page 58).

CHAPTER TEN

TERRAIN

In this section we will introduce how forces interact with their environment either by taking cover in dense forests or garrisoning vantage points.

Conquest Battlefields consist of two kinds of Terrain, each offering different tactical advantages and challenges: Zonal Terrain and Garrison Terrain. Zonal Terrain represents an area on the Battlefield that confers specific advantages or penalties, but can otherwise be moved through without additional rules. Examples of Zonal Terrain include hills, swamps, rivers, and broken ground. Garrison Terrain pieces represent areas of dense Terrain, unsuitable for a Regiment to move through in formation, but offer substantial bonuses to warriors who seek to occupy them.

ELEVATION LEVELS

Areas of Elevated Terrain, such as hills, allow your Regiments to see over other Regiments and Obscuring Terrain.

The Battlefield, and Terrain upon it, are considered to be Elevation (0) unless otherwise stated.

Some Zonal and Garrison Terrain features, such as hills and castle walls, have the Elevation (X), in other words, Obscuring Terrain counts as having the size of the feature it is on. Also, a Regiment on top of such a feature treats its Size as the total of the Elevation Level and Size.

Example: *A Regiment of Militia Bowmen (Size 1) sit on top of a hill (Elevation 2), therefore treating their Size as if they were a Size 3 Regiment.*

Stands can trace Clear Shots over other Regiments and Obscuring Terrain with a lower Elevation value. So Stands at Elevation (3) can see over Stands on Elevation (2), Stands at Elevation (4) can see over Stands at Elevation (3) and Elevation (2) and so on... Similarly, a Stand making a Volley at a Target with a higher Elevation value ignores all Regiments and Obscuring Terrain with a lower Elevation value than the Target.

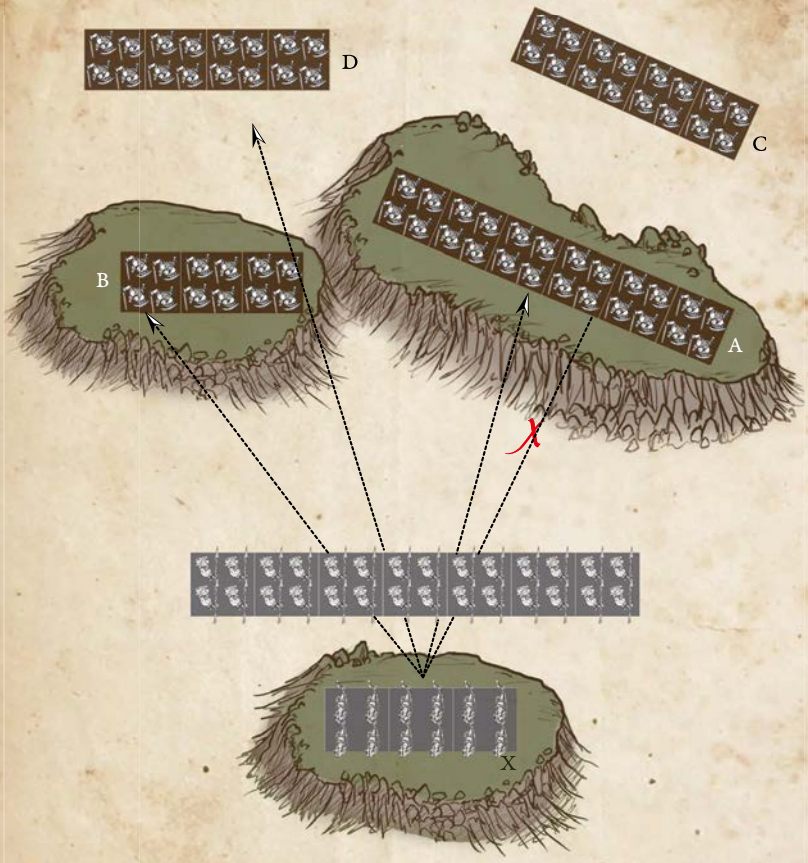


Fig. 10.1

Regiment X can take a Volley at Regiment A without risk of obstruction, as Regiment X is on a hill (Elevation 2), and Regiment A is so too. Similarly, it could also achieve clear shots at Regiment B. However, Regiment B also counts as Elevation 2, and therefore Obstructs shots towards Regiment D. Regiment C is safe as Regiment A being on an Elevation 2 hill blocks Regiment X's Volley. Were the situations reversed, both Regiments A and B would be able to Volley at Regiment X. Regiment C would not be able to draw Line of Sight whereas D would be obstructed.

ZONAL TERRAIN

Regiments can March into and through Zonal Terrain. However, different types of Zonal Terrain confer advantages or penalties, depending on the special rules it was assigned at the start of the game.

Zonal Terrain can be of any size and shape. As Zonal Terrain is often modelled into the game board, it's important for you and your opponent to agree the types and extents of each area of Zonal Terrain before deployment, just so there are no surprises. Rather than dictate the rules for particular areas of Zonal Terrain, we are instead providing a list of Zonal Terrain rules that can be applied to areas of your Battlefield. In theory, you can use as many of these as you wish for each area of Zonal Terrain, but we'd recommend sticking with one or maybe two. You'll also need to agree on which pieces of Zonal Terrain are also Obscuring Terrain or have a Defence value. Normally this will be hills, but ruins, cornfields and other features might also require some thought.

Broken Ground

If your Regiment Charges through Zonal Terrain with this special rule, roll a die for each Stand that Charges through the Broken Ground. On a roll of 1, the Regiment suffers a Wound. Cavalry Regiments instead suffer 2 Wounds for each roll of a 1.

You may not take Injury Rolls against Wounds caused by Broken Ground.

Dangerous Terrain

If your Regiment moves through Zonal Terrain with this special rule for any reason, roll a die for each Stand that moves through the Dangerous Terrain. On a roll of 1, the Regiment suffers a Wound. Cavalry Regiments instead suffer 2 Wounds for each roll of a 1.

You may not take Injury Rolls against Wounds caused by Dangerous Terrain.

Elevated (X)

This special rule is commonly used for hills and other raised areas. You'll normally want to grant the Elevated (2) special rule as in the case of a Hill or most elevated Terrain Features, but may want to agree a higher value with your opponent.

Hindering Terrain

A Regiment that Charges through Terrain with this special rule does not inflict Impact Hits during that Turn.

Cavalry and Brute Stands do not inflict Impact Hits when charging into or through Zonal Terrain with this rule.

Medium and Heavy Regiments cannot claim the Inspire bonus when charging into or through Zonal Terrain with this rule.

Water

A Regiment with at least half its Stands within Zonal Terrain with this special rule suffers a -1 penalty to its Clash Characteristic.

Very Dangerous Terrain

If your Regiment moves through Zonal Terrain with this special rule for any reason, roll a die for each Stand that Marched through this piece of Terrain. On a roll of 1, 2 or 3, the Regiment suffers a Wound. Cavalry Regiments instead suffer 2 Wounds for each roll of a 1.

You may not take Injury Rolls against Wounds caused by Very Dangerous Terrain.

Obscuring

Zonal Terrain with this rule allows Line of Sight to be drawn through it, but interferes with any projectiles fired through it. All Volley Actions that trace their line of sight through a piece of Terrain with this rule count as Obscured.

GARRISON TERRAIN

The rules for Garrison Terrain are used to represent features such as buildings and walled fields. As with Zonal Terrain, it's important to agree the boundaries of Garrison Terrain features before the start of the game as well as other properties, like Elevation.

In terms of the size of Garrison Terrain features, the rules presented here assume you're using Garrison Terrain features 4" to 6" in diameter. If using larger or smaller Garrison Terrain features, you may want to adapt the rules to match your collection. Just remember to discuss any changes with your opponent before the game begins!

We recommend that Garrison Terrain features be placed at least 6" apart and 6" from the edges of the Battlefield.

A Regiment cannot March into or through Garrison Terrain. In fact, it cannot March to within 1" of Garrison Terrain unless it is seeking to Occupy that Garrison Terrain.

Occupying Garrison Terrain

Each Garrison Terrain has a Defence (X) value and a Capacity (X) value.

Only infantry Regiments can Occupy Garrison Terrain and, even then, only if the number of Stands is equal to or less than the Capacity value of the Terrain.

Your Regiment Occupies an Unoccupied Garrison Terrain feature by Marching into contact with it. Remove the Regiment from the table, and the Models from their Stands. Place some models anywhere on the Garrison Terrain, to show who Occupies it. If the Regiment has any Actions remaining, they are lost.

If there are too many Stands to fit inside the Garrison Terrain, your Regiment cannot Occupy it, and must halt its March 1" away.

While in the Garrison Terrain, a Regiment has +X Defence, where X is the Defence value of the Garrison Terrain. A Regiment within Garrison Terrain can Draw a line of Sight of 360 degrees.

Leaving Garrison Terrain

Your Regiment can leave the Garrison Terrain by taking two March Actions.

Restore your Regiment's Models to their Stands, and place a single Stand in contact with the edge of the Garrison Terrain. Then, place all other Stands from your Regiment in a legal formation, with no Stand further from the Garrison Terrain than twice its March Characteristic, and at least 1" away from all enemy Regiments. If you cannot place all other Stands within their March Characteristic of the Garrison Terrain, you may place them as close as possible to the Garrison Terrain, but the Regiment is Broken. Finally, the Regiment is nudged forward just enough to stop being in contact with the Garrison Terrain. If this is not possible, the Regiment must be placed elsewhere.

A Regiment that cannot leave Garrison Terrain as described above must remain within the Garrison Terrain.

A Regiment cannot Occupy and leave a piece of Garrison Terrain in the same Turn.

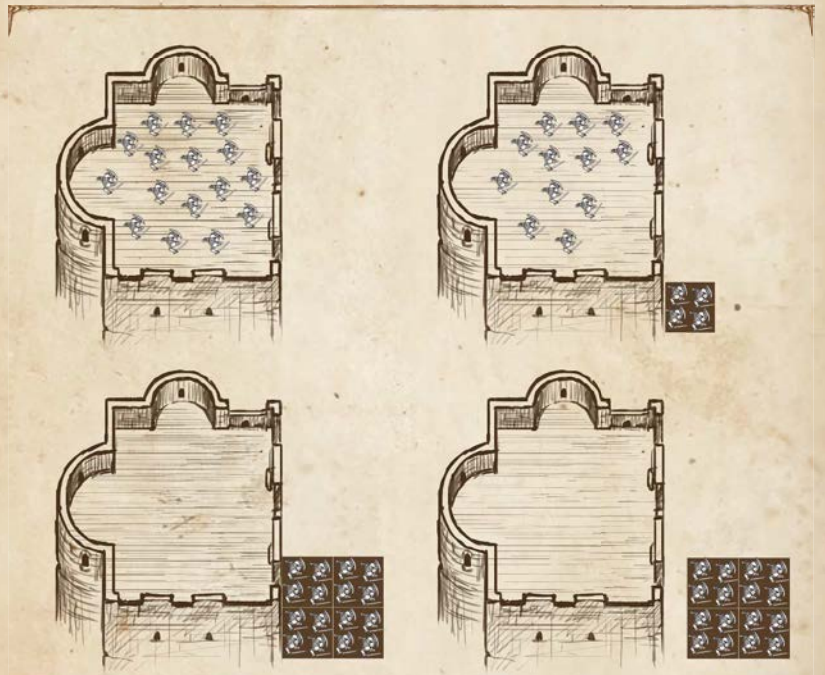


Fig. 10.2

Above, your Regiment leaves the Garrison Terrain by first placing one Stand in contact with the Terrain, and then you place the rest of the Stands in a legal formation. Finally, the Regiment is nudged away from the Garrison Terrain.

Charging Garrison Terrain

Your Regiment may take a Charge Action against Occupied Garrison Terrain as if it were any enemy Regiment.

As Garrison Terrain features are seldom rectangular in shape, Wheeling Flush will not always be possible. Instead, Wheel your Regiment as close to Flush as you can by the shortest possible distance.

Garrison Terrain and Impact Hits

Regiments do not make Impact Hits if charging Garrison Terrain.

Once the Regiment contacts the Garrison Terrain Charge Target, it Wheels as flush as possible by the shortest distance.

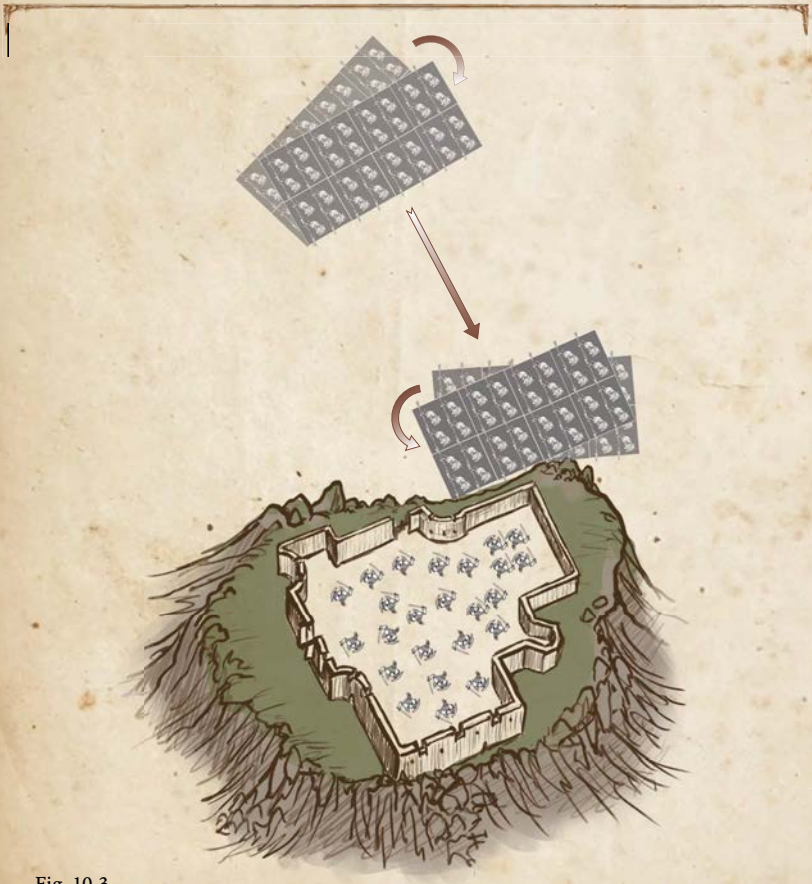


Fig. 10.3

Clash Actions and Garrison Terrain

If your Regiment is in contact with Occupied Garrison Terrain, it may take a Clash Action against the occupying Regiment. In order to accommodate irregular Terrain features, all Stands in your Regiments' first Rank Strike blows as if they were in contact with the occupying enemy Regiment while all other Stands contribute supporting attacks as normal.

The only exceptions are Stands in contact with other enemy Regiments – these must Strike at one of the Regiments in contact, even if they are also in contact with the Garrison Terrain. The Clash is otherwise resolved as normal.

If your Regiment is Occupying Garrison Terrain and an enemy Regiment is in contact with that Terrain, it may take a Clash Action. If it does so, Stands in your Regiment Strike blows as if they were in contact with the enemy Regiment in contact with the Terrain.

If there is more than one enemy Regiment in contact with the Garrison Terrain, you may split your Regiment's Attacks between them in any way you wish – even foregoing Attacks against one Regiment in favour of focusing on another. The Clash is otherwise resolved as normal.

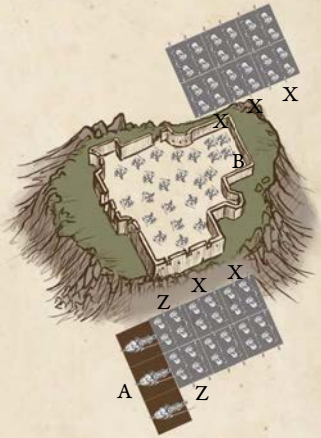


Fig. 10.4
Stands marked X would make their full Strikes against Regiment B in Garrison Terrain. Stands marked Z would make their full Strikes against Regiment A. All other friendly Stands support as normal. Regiment B has six full Stands remaining (24 Strikes in all). If it takes a Clash Action, it may split those strikes between the two enemy Regiments in contact, or focus on attacking one.

WIPED OUT IN GARRISON TERRAIN

If a Regiment in Garrison Terrain is destroyed by any means, one enemy Regiment that is in contact with the Garrison Terrain and is capable of occupying the Garrison Terrain feature may immediately do so (this does not cost an Action). Any enemy Regiments in contact with the Garrison Terrain that do not do so can immediately make a free Reform Action instead.

Withdraw Actions and Garrison Terrain

A Withdraw Action in Garrison Terrain costs both of a Regiment's Actions. If it does not have two Actions remaining, it cannot attempt to Withdraw.
If a Regiment successfully makes a Withdraw Action while in Garrison Terrain, it immediately leaves the Terrain as described on page 86.

Volley Actions and Garrison Terrain

A Regiment Occupying Garrison Terrain can make Volley Actions as normal. As it has no Front Arc, it may make the Volley in any direction, measuring Range and calculating Obscuration (for all Stands) from the centre of the Terrain feature.
Count the size of the Shooting Regiment equal to the Elevation (X) characteristic of the Terrain feature for the purpose of drawing Line of Sight. Three Stands Shoot normally (remember to determine if the Shots are Obscured or not).
Other Stands fire one Shot each.

IMPASSABLE TERRAIN

If there are any Terrain features on your board that you and your opponent agree are unsuitable for Regiments to enter, simply agree that they are Impassable Terrain.
Regiments may only move to within 1" of Impassable Terrain. Depending on the height of the Impassable Terrain, you may wish to agree it is Obscuring Terrain with the Elevation (1), (2) or (3) special rule.

CHAPTER ELEVEN

DRAW EVENTS

In this section you will find a comprehensive list of the Draw Events used in Conquest, whether they are natural abilities, bestowed by spells, or they manifest in other, stranger ways...

DRAW EVENTS

This Appendix contain a comprehensive list of the Draw Events used in Conquest, whether they're natural abilities, bestowed by spells, or manifested in other, stranger ways.

Bastion: Until end of Turn, the Stand (and Stands in its Regiment) have +1 Defence.

Biotic Renewal: Roll a D6. The Regiment Heals a number of Wounds equal to the result. Then, roll a D6 for each friendly within 8" of the active Character's Stand. That Regiment Heals a number of Wounds equal to half the result (rounding down). If the Regiments affected do not have the Infantry Type, reduce the Healing value to D3 and half that value (rounding up) respectively.

Burnout: Choose one of the following:
- Nothing happens.
- All Stands in the Regiment with this Draw Event have the Decay 3 Draw Event and +1 Clash and +2 March this Turn.

Decay X: Roll a number of dice equal to the Draw Event's attribute for each Stand in the Regiment with this special rule. For each roll of 5 or 6, the unit suffers a Wound. Casualties suffered from Decay do not cause Morale Tests. If a Stand has several types of the *Decay* special rule, add all the dice together.
The Decay Draw Event is always resolved in addition to any other Draw Events that a Regiment has. The Decay Draw Event is always resolved at the end of a Regiment's Activation.

Double Time: Draw the next Command Card. If that Command Card is for the active Character's Regiment (i.e. the Regiment the Character is in), that Regiment Acts immediately. If it Marches twice, it may make an additional March Action. Once the Regiment has completed its Actions, the Character then takes his or her Action.
If the drawn Command Card is not the Character's Regiment, place it on the bottom of your Command Stack. The Character then takes his or her Action.

Fire and Advance: Draw the next Command Card.
If that Command Card is for the active Character's Regiment (i.e. the Regiment the Character is in), that Regiment Acts immediately. If the Stand's Regiment uses a Volley Action as its second Action, it may take a third Action, which must be a March, after the Volley is resolved. Once the Regiment has completed its Actions, the Character then takes his or her Action.
If the drawn Command Card is not the Character's Regiment, place it on the bottom of your Command Stack. The Character then takes his or her Action.

Flux-Powered: All Stands in the Regiment with this Draw Event gain either +2 Clash or +2 Attacks until end of Turn (you choose).

Fury: When determining the number of attacks that a Regiment performs, add +1 Attack to each Engaged Stand.

Redress Rank: Draw the next Command Card. If that Command Card is for the active Character's Regiment (i.e. the Regiment the Character is in), that Regiment Acts immediately. If the Stand's Regiment uses a Volley Action as its second Action, it may take a third Action, which must be a Reform after the Volley is resolved. Once the Regiment has completed its Actions, the Character then takes his or her Action.

If the drawn Command Card is not the Character's Regiment, place it on the bottom of your Command Stack. The Character then takes his or her Action.

Regeneration: At the start of the Regiment's Activation remove all Wound markers from the unit and replace all lost models to each surviving stand. If the Regiment has no Wound markers or has no stands with less than the starting number of models, you may restore a stand lost earlier in the game to the Regiment. This stand is restored with its full complement of Wounds and models but cannot exceed the original number of Stands purchased for the Regiment.

Seize the Day: Draw your next Command Card. That Regiment Acts immediately. Once the Regiment has completed its Actions, the Character then takes his or her Action.

Turn the Tide: Choose a Regiment within 12" of the Character that has not yet acted this Turn. That Regiment takes its Actions. Once the Regiment has completed its Actions, the Character may take his or her Action. The next time a Command Card belonging to the chosen Regiment's type is drawn later in the turn, place it in the discard pile without the Regiment performing any Actions. It is now your Opponent's turn again.

SPECIAL RULES

This section includes all the Special Rules found in Conquest.

Arcing Fire: If a Regiment composed entirely of Stands with this Special Rule (excluding Characters) uses a Take Aim Action, it may ignore Line of Sight when making a Ranged Attack to any enemy Regiment that is within Line of Sight of any friendly Regiment. If it does so, it does not receive the normal +1 To Hit from the Take Aim Action. Note, however, that the shot may still count as Obscured if the target is at Long Range.

Armor Piercing X: Enemy Regiments suffer a penalty to their Defence against **Ranged** Attacks with this special rule equal to the rule's attribute. E.g. A unit with Armor Piercing 2 would penalize its targets Defence by 2 points when defending against its Ranged Attacks.

Aura of Death: At the start of each Supremacy Phase, each enemy Regiment in contact with Stands with this special rule suffers one Hit for each Stand in contact with it that has this special rule (it may take Injury Rolls as normal).

Barrage X: A Stand with this special rule contributes shots if its Regiment takes a Volley Action. The Range, special rules and number of shots of that Barrage are given in parentheses after the Barrage special rule, e.g. Barrage 2 (24", Armor Piercing 1) indicates that that Stand has a Barrage special rule with 2 shots, a 24" range and the Armor Piercing 1 special rule. Thus, the Barrage Value would be multiplied by the number of models in the Stand to determine how many Ranged Attacks that Stand contributes to the Regiment.
If your Stand has several Barrage profiles, you may choose which one it uses.

Blessed: Once per Turn, this Stand can re-roll all failed To Hit rolls or re-roll all failed Defence Rolls. All Stands in a Regiment must use this rule at the same time (if they have it).

Bloodlust: When you take an Action for a Regiment containing one or more models with this special rule, and the Regiment is not in contact with an enemy, roll a D6.
If the result is equal to or less than the highest Resolve in the Acting Regiment, you may choose an Action as normal. If the result is higher, you must choose a Charge Action, if there is a viable target for the Charge. If there is no viable Charge target, you must perform a March Action, and March the Regiment as close as possible to the nearest enemy Regiment by the most direct route.

Brutal Impact X: When a Regiment makes Defence Rolls against Impact Hits caused by a Stand with this special rule, it counts its Defence characteristic as being X points lower.

Character: A Stand with this special rule uses the rules for Characters.

Cleave X: Enemy Regiments suffer a penalty to their Defence against **melee** attacks with this special rule equal to the rule's attribute.

Deadly Blades: When Models with more than one Wound fail a Defence Roll against Melee Attacks from a unit with this special rule, they must add two Wounds to the Wound Pool per failed roll, rather than one.

Deadly Shot: When Models with more than one Wound fail a Defence Roll against Ranged Attacks from a unit with this special rule, they must add two Wounds to the Wound Pool per failed roll, rather than one.

Devout: If a Stand with the Priest special rule is targeting a Regiment with the Devout special rule, it automatically converts one Spellcasting failure to a success.

Fearless: A Regiment containing at least one Stand with this special rule ignores the "Terrifying" and "Fearsome" special rules of all enemy Regiments it is in contact with.

Fearsome: Enemy Regiments in contact with one or more Stands with this special rule making a Combat Rally Action must roll a dice and compare it to their Resolve characteristic. If the roll is equal to or less than their Resolve, the Combat Rally succeeds. If not, it fails, and the Regiment remains Broken.

Feral: A Regiment with this Special Rule does not count for the purposes of determining Reinforcements lines on to the Battlefield.

Fiend Hunter: Stands with this special rule re-roll failed To Hit rolls against Monsters.

Flank: A Regiment containing at least one Stand with this special rule can choose to automatically pass or fail its Reinforcement Rolls. When the Turn comes that the Regiment automatically passes Reinforcement Rolls, it cannot use this ability to further delay its entrance.

Fluid Formation: A Regiment where all non-character Stands have this special rule can take an extra Reform Action. This Action must be used either first or last. A Regiment with the Fluid Formation Special rule has 360 degrees Line of Sight.

Flurry: This Stand re-rolls all failed To Hit Rolls when performing a Clash Action.

Fly: A Regiment composed entirely of Stands with this special rule can March over other Regiments and Impassable Terrain. The Regiment cannot end its March on top of another Regiment or Impassable Terrain.

Forward Deployment: A Regiment where all non-character Stands have this special rule may arrive as Reinforcements as normal. Alternatively, you may skip its Action Phase and place it occupying a single piece of Garrison Terrain on the Battlefield with high enough capacity.

Lethal Demise: Whenever this Stand suffers a Wound, all enemy Regiments in contact suffer a Hit for each Wound inflicted.

Linebreaker: When a Stand with this Special Rule is in contact with an enemy Regiment, that Regiment does not benefit from the Shield and Bastion Special Rule.

Overcharge: This Regiment may take a special 'Overcharge' Action in each of its Actions. If it does so, place an Overcharge marker beside the Regiment. When the Regiment makes a Volley Action, you may discard any number of Overcharge counters. Each counter discarded in this way increases the number of shots in the Volley by 2, and the Armor Piercing attribute by 1 for all shots in the Volley. Should the Regiment lack Armor Piercing, it gains up to Armor Piercing 1.

Parry: Hit Rolls of '1' made against a Stand with this special rule must be re-rolled. If all non-character stands in a Regiment have this special rule, the entire Regiment is considered to have this special rule.

Phalanx: This Stand has +1 Defence against Volleys made by enemies within its front arc,

and Strikes made by enemy Stands in contact to its front.

Precise Shot: When this Stand performs a Volley Action, all To Hit Rolls of '1' have the Smite special rule.

Priest X: This Stand can use Spellcasting Actions. The 'X' shows the Stand's Magic Level (see page 78).

Quicksilver Strike: If this Character is involved in a Duel Action (whether or not it was initiated by them or the enemy), it always resolves its blows first. If both Characters have this special rule, Strikes revert to being simultaneous.

Rake Attack: Once one of your Regiments composed entirely of Stands with this special rule has completed its Actions, (but has not performed a Charge, Withdraw, Rally or Reform Action) this Turn, you may choose one enemy Regiment it Marched over this Turn, and declare a 'free' Clash Action against that enemy, regardless of distance and being in contact or not.
If you do so, half of the Stands in your Regiment strike directly, with their full number of Attacks and no supporting Attacks are made. Otherwise, this Clash is resolved exactly as if your Regiment were in contact with the enemy.

Rapid Volley: When this special rule is used, each Hit Roll of 1 in a Ranged Attack causes an additional Hit on the Target.

Rebellious: All Regiments containing at least one Stand with this Special Rule must be placed either at the top or at the bottom of the Command Stack. All Rebellious Regiments must be placed together. That restriction aside, you may place them in any order you wish.

Relentless Blows: When this Stand takes part in a Clash Action, each Hit Roll of 1 causes an additional Hit on the Target.

Resist Decay X: Stands with this special rule reduce the Decay attribute inflicted on them by an amount equal to this rule's attribute. Should Decay's attribute reach a 0 or less, treat it as if it had never suffered Decay in the first place.

Shield: This Stand has +1 Defence against Volleys made by enemies within its front arc, and Strikes made by enemy Stands in contact to its front. If all non-character stands in a Regiment have this special rule, the entire Regiment is considered to have this special rule. This has no effect during Duel Actions.

Smite: Enemy Regiments count their Defence as 0 against Melee Attacks made by a Stand with this Special Rule.

Snapfire: If a Regiment makes only one March Action, all Stands with this special rule may make a Volley as soon as that March is concluded as part of the same Action. A Snapfire Volley suffers a -1 penalty to the firer's Volley characteristic. This does not count as a Volley Action, allowing a Regiment to perform another Volley Action as normal.

Spearhead: Regiments containing one or more Stands with this special rule count their Class as 'Heavy' for the purposes of bringing Reinforcements onto the Battlefield.

Support: If this Stand makes Support Strikes, it contributes two Support Strikes per stand, rather than one.

Sureshot: Stands with this special rule never count their Volleys as Obscured by intervening Regiments or Terrain. However, Spells and Long Range can still Obscure targets.

Terrifying: Enemy Regiments in contact with one or more Stands with this special rule suffer a -1 penalty to their Resolve Characteristic (this applies to all Stands in the enemy Regiment).
In addition, Enemy Regiments in contact

with one or more Stands with this special rule making a Combat Rally Action must roll a dice and compare it to their Resolve characteristic. If the roll is equal to or less than their Resolve, the Combat Rally succeeds. If not, it fails, and the Regiment remains Broken.

Throwing Weapons: This Stand inflicts Impact Hits regardless of type and class.

Torrential Fire: Unless firing at Long Range, each successful hit this Regiment inflicts, generates an additional ranged Attack. These additional Attacks cannot generate further rolls.

Unstoppable Charge: A Stand with this special rule doubles the number of Impact Attacks it rolls upon completing a successful Charge.

Unstoppable: This Regiment may re-roll failed Charge Rolls.

Vanguard: Upon Activation this Regiment arrives as Reinforcements, and takes at least a single March Action, it may take a single additional 'free' March Action, provided no enemies were within 8" when the Regiment entered the Battlefield.

Wizard X: This Stand can use Spellcasting Actions. The 'X' shows the Stand's Magic Level (see page 78).

CHAPTER TWELVE

FIGHTING A BATTLE

In this section you will find battle scenarios to add an extra level of strategy to your games. Complete the objectives to ensure victory over your opponent!

No two battles are the same. Deployment zones, objectives – even the composition of the Armies themselves – can vary wildly. To represent this, we use a selection of Scenarios, each of which alters the form and scope of the battle. This rulebook includes three Scenarios, but you should feel free to invent your own!

CHOOSING A SCENARIO

The best way to choose a Scenario – whether contained within this volume or taken from elsewhere – is to agree upon one with your opponent. However, if you'd rather determine your Scenario randomly, roll a die and consult the following table.

D6	Scenario
1–2	Head to Head (see page 102).
3–4	Breakthrough (see page 103).
5–6	Maelstrom (see page 104).

Once you've chosen a Scenario, perform the following steps: *Choose Forces*, *Set Up Battlefield*, *Deploy Forces*, *Secondary Objectives*, and – at last! – *Fight the Battle*.

CHOOSE FORCES

First, you have to create an Army from your collection of Models. Each Scenario tells you how many points you can spend on your Army, as well as any restrictions, under the *Forces* heading. For more information on Choosing Forces, see Appendix Three – Army Lists.

SET UP BATTLEFIELD

The Scenario's *Battlefield* heading tells you how to set up your gaming table for the battle to come – including any special Terrain features you'll need to place. The most important thing, however, is that your Battlefield looks great! An attractive, evocative Battlefield makes victory all the sweeter.

Scenarios invariably call upon players to agree on the amount of Terrain to be placed. However, as a guideline, we recommend that you normally place only a single piece of Garrison Terrain in each table quarter, and make sure that no piece of Garrison Terrain is within 6" of another or the Battlefield edge.

ASSIGN CHARACTERS

Each Character in your Army must join a Regiment before Deployment begins. The best way to do this is to set your entire Army out beside the Battlefield, with your Characters already in the Regiments that they'll be fighting from at the start of the battle. Once you and your opponent have done this, you can start deploying your Regiments.

Also, if any of your Regiments are to be assigned to Regiments with the Transport special rule, you'll need to do it at this point.

Reinforcements

Deployment will often tell you to keep one or more Regiments back as Reinforcements. Reinforcement Regiments are not deployed at the start of the game. They're held to one side, and arrive later in the battle, as described on pages 20 and 30.

Note that if a Regiment is held back as Reinforcements, so is any Character that has joined it – the Character cannot move to another Regiment until its initial Regiment has entered the Battlefield.

SECONDARY OBJECTIVES

Battles are primarily decided by seizing ground and slaughtering the opposition. However, as the fight goes on, opportunities unfold for one side or the other to claim an advantage. These are referred to as Secondary Objectives.

Each Faction has its own deck of Secondary Objective cards, representing the goals it considers pivotal to victory. While some Secondary Objective decks share cards – certain goals being common to all – no two decks are exactly the same. A player who adheres closely to the martial and ideological goals of the warriors under his command is that much more likely to achieve victory!

Note that some characters instruct you to add a new Secondary Objective card to your deck. Such cards are only added if that character is included in your army, and do not displace other cards from your Secondary Objective deck – they merely increase the variety of tasks you may be called upon to perform.

Drawing Secondary Objectives

Shuffle your Secondary Objective deck, and draw the top three cards. Your opponent does the same with his Secondary Objective deck. Keep your cards hidden from your opponent! They aren't revealed until the game has ended. Secondary Objectives are seldom enough to win the battle outright, but they can tip a close-run engagement in your favour.

Scoring Secondary Objectives

Each Secondary Objective card gives you the conditions for completing it. Once you complete a Secondary Objective, make a note of the Turn number on your roster. Note that some decks contain multiple cards of the same Secondary Objective. You cannot complete a Secondary Objective card more than once. However, if you have two or more identical Secondary Objective cards, you can complete each in turn.

FIGHT THE BATTLE

With preliminaries complete, it's time to fight! The *Game Length* header tells you how many Turns to play, and the *Victory Points* header gives you the information you need to know when you've won a mighty triumph, or cravenly plunged into the depths of defeat.

Earning Victory Points

Battlefield dominance is determined from Turn to Turn. At the end of each Turn, consult the Victory Conditions to work out how many Victory Points you've scored that turn – your opponent does the same. Keep a running total of your Victory Points as the game goes on. Once the game is finished, these will be used to determine the winner!

SEIZING TERRITORY

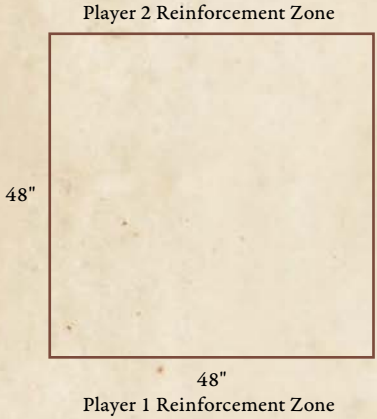
Victory Points are often earned for seizing territory – battlefield quarters, centre of the battlefield, objective markers and so on. A Regiment can only earn one such set of Victory Points each turn – e.g. it can claim the Victory Points for either a battlefield quarter or the battlefield's centre. The Player with the most Stands in range of an Objective, claims that Objective Note that only Medium and Heavy Regiments can seize territory – Light Regiments can only Contest. The purpose of Light Regiments is to scout and secure the battlefield, preparing the way for those who follow them into the fray. Therefore, when you determine Victory Points for seizing territory, all Light Stands are ignored – they only count for denying Victory Points from your opponent.

DETERMINE VICTOR

Obviously, if you're wiped out, or you choose to concede, victory goes to your opponent. Otherwise, each Scenario has its own unique conditions for scoring points and securing victory which you will have to follow to come out victorious.

SCENARIO ONE

HEAD TO HEAD



Forces

You and your opponent each choose an army, using the Army Lists.

Battlefield

This scenario is played on a 4' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defence values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

Deployment

Both players roll off.
The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

Game Length

Play continues for Ten Turns, or until one side has scored 8 points, been eliminated or conceded.

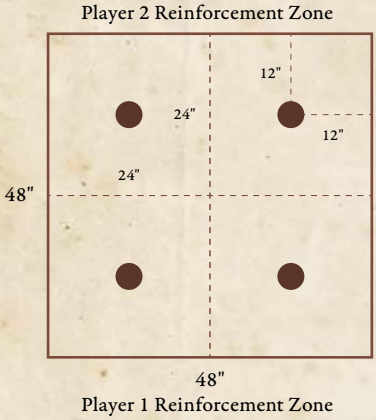
Victory Points

At the end of each Turn, you score points for the following:

- 1 Victory Point for each enemy Command Card removed from play.
- 2 Victory Points for killing the enemy Warlord. (Stacks with secondary objective).
- 1 Victory Point for each Secondary Objective Completed.

SCENARIO TWO

BREAKTHROUGH



Forces

You and your opponent each choose an army, using the Army Lists.

Battlefield

This scenario is played on a 4' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defence values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

Objectives Zones 6" in diameter are placed in the centre of each of the 4 quarters of the Table. The Objective on the half of the table closest to your Reinforcement zone are considered Friendly. The Objectives on the opposite side of the table are considered to be enemy.

Deployment

Both players roll off.
The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

Game Length

Play continues for Ten Turns, or until one side has scored 5 points, been eliminated or conceded.

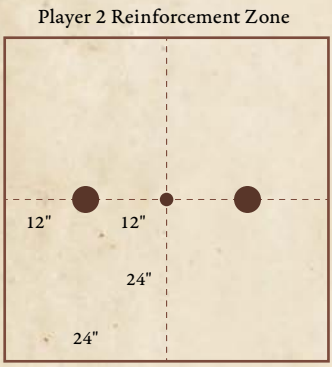
Victory Points

At the end of each Turn, you score points for the following:

- 1 Victory Point for Securing a friendly Objective Zone (regardless of how many).
- 2 Victory Points for each Secured enemy Objective Zone.
- 1 Victory Point for each Secondary Objective completed.

SCENARIO THREE

MAELSTROM



Forces

You and your opponent each choose an army, using the Army Lists.

Battlefield

This scenario is played on a 4' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defence values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

Place Objective Zone Markers

One Objective Zone 3" in diameter is placed in the centre of the table.
Two 6" diameter Objectives Zones are placed 12" away from the central objective and 24" away from each player's zone.

Deployment

Both players roll off.
The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).
All Regiments are held back as Reinforcements.

Game Length

Play continues for Ten Turns, or until one side has scored 8 points, been eliminated or conceded.

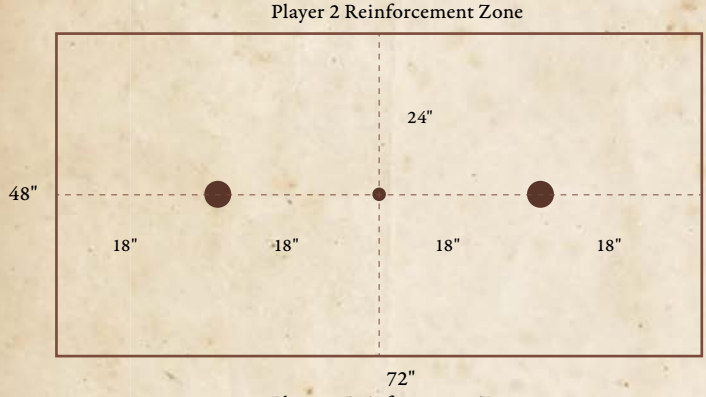
Victory Conditions

At the end of each Turn, you score points for the following:

- 1 Victory Point for securing the 3" diameter Objective Zone marker.
- 2 Victory Points for securing each 6" diameter Objective Zone markers.
- 1 Victory Point for securing each Secondary Objective.

SCENARIO FOUR

PINCER ATTACK



Forces

You and your opponent each choose an army, using the Army Lists.

Battlefield

This scenario is played on a 6' x 4' Battlefield. Players place an agreed amount of Terrain, then agree on the Defence values and Capacity of any Garrison Terrain, as well as the Elevation Levels of any Obscuring Terrain.

PLACE OBJECTIVE ZONE MARKERS

An Objective Zone 6" in diameter is placed in the centre of the Table exactly 36" from the sides and 24" from the Player's Reinforcement Zone. Two Objective Zone markers 12" in diameter are each placed 18" from the sides and 24" from each Player's Reinforcement Zone.

Deployment

Both players roll off.
The player who wins the roll-off chooses a Battlefield edge (which becomes their Reinforcement Zone). The other player takes the opposite Battlefield edge (and Reinforcement Zone).

Game Length

Play continues for Ten Turns, or until one side has scored 8 points, been eliminated or conceded.

Victory Conditions

At the end of each Turn, you score points for the following:

- 1 Victory Point for securing the 6" diameter Objective Zone marker.
- 2 Victory Points for securing each 12" diameter Objective Zone marker.
- 1 Victory Point for securing each Secondary Objective.

Army Lists

The rules that follow will show you how the models and Warbands interact with each other and the environment. These chapters will teach you how to activate your Warbands, how to move them as well as how to engage in combat with them.

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army list. To help ensure you're playing a fair and balanced game, these Army lists are chosen to equal points values.

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances. Your Army's points value is equal to the total points values of every Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Characters and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same type – i.e Infantry, Cavalry or Brute – as your Character to ensure he or she has a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the Character it is chosen for, count as a Mainstay or a Restricted choice. Each Character's Retinue has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army. Therefore, a Retinue that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Characters and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the Character or Regiment for which the upgrade was purchased.